

I. RULE SETTING AND PRECEDENCE

A. All proposed rule changes, additions, or deletions must be presented at the regular January membership meeting. Reasoning for the rule must be thoroughly and clearly presented in writing with copies available for all Board members and team managers. Voting on all rule changes will take place only at the regular February membership meeting. Rule changes will not be considered at any other time.

B. National Babe Ruth League Rules and Official Baseball Rules will govern unless changed in these Local Rules. Local Rules take precedent, then National Babe Ruth Rules follow and then Official Baseball Rules.

C. Any situation not specifically covered in these Local rules, National Babe Ruth Rules, or Official Baseball Rules will be decided on by the Board of Directors. The decision of the Board of Directors shall be final.

D. The rules committee shall have the authority to change, alter, or eliminate any “minor” rule at any time. The changes can involve spelling, grammar, or procedural (Number of teams, etc.) changes or any rule that is no longer followed by the entire league. The rules committee will submit to the Board of Directors a list of all of the changes. The Board can accept or reject these changes based on if they are significant or procedural changes and make a report to the general membership.

E. Any reference to a particular gender contained within these rules such as he, his, himself, man, men, or boy shall be meant to also include she, hers, herself, woman, women, and girl and are to be interpreted as gender neutral.

II. STARTING THE GAME

A. All games will start at the time designated per the schedule. If one of the two teams is unable or unwilling to start at the designated time, 15 minutes grace will be allowed by the umpire, then they will forfeit the game to the opposing team. A team may elect to start and play a game with only 8 available players. The 9th or open spot of the order will be considered an automatic out. Every effort should be made by the manager or coaches to get the team up to 9 players using the GAME DRAFT Rules outlined elsewhere (Section XIII). A team may not play with less than 8 players for any reason.

B. The home team shall occupy the 3rd base bench.

C. Time limit for a game shall be 2.5 hours from the first pitch. The umpire-in-chief shall announce the starting time. However, play must be stopped if one of the following occurs:

1. When there is a following game, no new inning shall start 15 minutes before the next game is scheduled to start.

2. When games under the lights are being played, no new inning shall start after 10:30 P.M.

D. Each half inning starts with the third out of the previous half inning.

E. Hot Days Rule: Managers must agree before the game as to whether or not the rule will be in place. If there is no agreement, the umpire will decide. NOTE: The umpire cannot overrule any decision that both managers agree. In order to speed up the games on hot days, pitchers will be limited to three warm-ups between innings and no infield or outfield practice will occur between innings. Also, a courtesy runner may be used for the current catcher at anytime in the inning. The courtesy runner will be the player who made the last batted out.

III. PLAYING RULES

A. The Crystal Lake Babe Ruth Baseball League modifies the pertinent provisions of the organized baseball rules by placing all players present at the game in the batting order.

Ex.- if you have 12 players at the game, the batting order is 12 players

1. The batting order remains the same for the entire game (players may not exchange places in the batting order)

2. There are no pinch hitters, pinch runners, or courtesy runners except where stated elsewhere in these rules.

Exception- in the case of an injury, a base runner may be replaced by the last player in the lineup to make an out (if it is the first batter of the game, he is replaced by the last player in the lineup.)

a. If a player is forced to leave the game because of injury, leaving game, etc., and the team still has 9 or more players, his spot in the batting order is "skipped."

b. If a player is forced to leave the game because of injury or illness leaving the team with 8 players, his spot in the order is "skipped."

c. If a player leaves the game for any reason besides an injury/illness or ejection leaving the team with 8 players, his spot in the order is considered an "automatic out". (No pitches need to be thrown and the ball remains in play.)

d. If a team is down to 7 players or less after the start of a game for any reason the game is considered a forfeit.

e. Exception if a player is ejected from the game his spot in the order is considered an "automatic out" regardless to the number of players remain in the lineup. If the team is down to 7 players or less the game is considered a forfeit.

3. If a player is injured during an at-bat and is unable to complete the at-bat, the batter is "skipped" and play continues with the next batter in the order with a new count. Any actions that occurred during the "skipped" at-bat remain. If the injury leaves the team with less than 9 players the "skipped" at-bat becomes an automatic out.

4. If a player arrives after the start of a game he is placed after the last player in the batting order regardless of where the team is at in the lineup at that point of the game. Players arriving late do not need to be noted on the lineup at the start of the game.

5. Teams are allowed free defensive substitution (except for pitcher limitations). Players may enter and re-enter the game with no restrictions.

6. The players may be placed in the batting order in any order (the nine defensive players do not have to be the first nine in the batting order)

7. Temporary replacement players may be placed anywhere in the batting order.

B. Every uniformed player on both teams must have a minimum of one complete appearance at the plate and nine (9) outs in the field per scheduled game. Failure to comply will result in forfeit of the game by offending team and the player who did not play must play the next game that he/she is available to play, **in its entirety**.

1. This rule shall not apply in less than six (6) complete innings by both home and visiting teams; injured players; absent players; disciplinary action of a player by manager, coach or League.

2. Late arriving players – Managers must make every effort to meet the minimum playing time requirements for players that arrive after the start of a game. If a player arrives after the start of the game they are placed after the last batter of the lineup.

3. If an umpire calls a game and the player would have been up in the last half of the inning for his only appearance at the plate in the game, it will not be a forfeit. (This is a situation where three outs are counted as a complete inning such as the top of sixth with the home team winning.) However, this does not apply to the last of the seventh with the home team winning.

C. If a runner is injured running to a base, a courtesy runner may be used to replace the injured player on base. The courtesy runner will be the player who made the previous out unless the injured player is the team's leadoff batter for the game. In that case, the last batter of the batting order will be the courtesy runner. A player may be replaced by a courtesy runner only once per game. See "Hot Days Rule" for additional courtesy runner.

D. A batter shall not delay the game by failing to take his position promptly in the batter's box within twenty (20) seconds of the pitcher receiving the ball. The batter must keep at least one (1) foot in the batter's box throughout the time at bat.

EXCEPTIONS: A batter may leave the batter's box when:

1. The batter swings at a pitch, or;
2. The batter is forced out of the box by the pitch, or;
3. The batter attempts a "drag bunt," or;
4. The pitcher or catcher feints to any base, or;
5. The pitcher leaves the dirt area of the pitching mound after receiving the ball back from the catcher, or;
6. A member of either team requests and is granted "time," or;
7. The catcher leaves the catcher's box, or;
8. The catcher does not cleanly catch pitched ball.

PENALTY: If the batter leaves the batter's box and none of the above exceptions apply, the plate umpire shall charge a strike to the batter. The pitcher need not pitch, and the ball remains alive.

E. CONTACT RULE: A runner must make every effort to avoid contact with a fielder when there is a play at a base. A runner may not jump, leap, or hurdle over any fielder (exception is if the fielder is laying flat on the ground.)

F. Courtesy Runner: In the Senior League only; a runner is allowed for the catcher of the previous inning only after 2 outs in an inning. The runner must be the player in the lineup who made the last batted out. There are no courtesy runners allowed in the Major or Prep League (except under the Hot Days rule)

IV. GROUND RULES/SAFETY/FIELD CONDUCT

A. Safety – For all violations a player will first be warned by the umpire and if infraction remains or occurs again, the player will be removed from the game.

1. All batters and base runners must wear a double flap protective helmet. If a player accidentally loses his helmet while running the bases or takes off his helmet while on base or after hitting a home run, the player will not be called out. Players should be instructed by managers and coaches to keep their helmets on at all times.

2. All players who coach at first or third base must wear a protective helmet while coaching.

3. All players who warm up a pitcher at any time must wear a protective helmet and mask. Chest pads and shin guards are recommended but not required. Pitchers and catchers or any other players warming up will do so at a proper and safe distance away from spectators.

4. All players who catch in a game must wear a protective catcher's mask ("Hockey" style or 2 piece style w/ a throat protector), helmet, chest pad, shin guards and cup. Any catcher not so equipped will not be allowed to catch in the game.

5. All players are required to wear a protective cup for males, and similar protective gear for females, for practices and games.

6. A player participating in the game shall not fake a tag without the ball. The umpire shall issue a warning to both managers and the next player to break the rule shall be ejected.

7. Jewelry is prohibited. Medical bracelets or medical necklaces are not considered jewelry and if worn, must be taped down. Managers and Coaches will instruct those players with jewelry to remove the item or items before practices or games. The umpire will warn players and teams to remove jewelry or other dangerous items. If the player is warned and does not remove the jewelry, then the player is ineligible to play in the game.

B. Occupying the Dugout: Only the rostered manager, rostered players, and rostered coaches may occupy the dugout at any time. All spectators (parents, friends, relatives, etc.) must be outside of the dugout.

C. Dress Code:

1. All players must dress in the issued uniform of their Crystal Lake Babe Ruth Baseball League Team. This uniform consists of the team cap, jersey, white pants (stripes down the side of the pants are legal, pinstripes are not), belt and socks. If not, the player is ineligible to play in that game until he/she is in proper uniform. Enforcement of this rule must be made before or during the players first at bat of the game. Managers and coaches are not required to dress in uniform, but suitable attire for all games is mandatory.

2. All players shall wear the Official Babe Ruth Baseball Emblem. This may either be a patch sewn onto the shoulder of the jersey or pre-sewn into the hat or jersey.

D. Tobacco (smoking): The Babe Ruth Baseball Rule Book prohibits the use of all tobacco products by any player, coach, manager, or umpire in either tournament or local league play. The CLBRL local rules expand on this. During either tournament or league play the use of all tobacco products, including smokeless, is prohibited by anyone, including parents and spectators, within the vicinity of the fields, dugouts, or stands. This includes any storage shed, scorekeeper stand, concession stand, or auxiliary building. School District 155 prohibits smoking anywhere on their property.

E. Field Conduct

1. Throwing of equipment during a game will not be tolerated. Any violation will result in a warning to the player and manager and possible removal from the game by the umpire, manager, coach or League officer.

2. A player, substitute, coach, or other bench personnel shall not:

a. Commit any unsportsmanlike act (physical or verbal) that is intended to antagonize, intimidate, or confuse a member of the opposing team;

b. Behave in any manner not in accordance with the Spirit of Fair Play;

PENALTY: The umpire shall issue a warning to the manager of the offending team. The next person of that team to break that rule shall be ejected.

3. If a manager, coach, scorekeeper, or player is ejected from a game, the President of the League will be notified immediately by the managers. The Board of Directors will decide if the ejection should warrant a warning or a suspension. All subsequent ejections will result in the individual being suspended for one game.

4. A runner will be declared out if, in the umpire's judgment, the runner maliciously runs into a defensive player. The runner is subject to ejection from the game.

F. Only the manager, or designated acting manager, may discuss game situations with the umpire. Coaches and players cannot question calls. Before the start of the game, the umpire and opposing manager must be notified as to who the team manager is for the game.

In the absence of the manager, an acting manager is appointed.

G. Lippold Park Ground Rules

1. Any thrown ball that hits the netting above the fence is still in play and a live ball. Any ball that gets stuck between the netting and fence is out of play and a dead ball.

2. Any ball hitting any flag above the backstop or fence is immediately dead and out of play.

V. PITCHING RULES

A. Trips to the mound by the manager or coach may not exceed one chargeable trip per pitcher in any one inning. The second chargeable trip will automatically result in removal of that pitcher from the game, as a pitcher. The determination of a chargeable visit to the mound is the decision of the umpire. Major League rules apply except that visits between innings and during warm-ups will be allowed and not charged as a visit. Once the umpire indicates "play ball," the manager/coach must leave the mound or be charged with a visit. The umpire must notify the manager when a visit has been charged.

B. Any Pitcher, once removed from a game, **may not pitch** in that game again. A pitcher may change to another position only once during the same inning; e.g. the pitcher will not be allowed to assume a position other than a pitcher more than once in the same inning. Any player other than a pitcher substituted for an injured player shall be allowed five warm up throws.

C. A ball player is a pitcher of record only after he has thrown a legal pitch or put the ball in play via pick-off attempt at any base. No other action, including warming up on the sidelines or the mound, tossing the ball to the catcher from the mound, or announcement to the official scorekeeper, constitutes being a legal pitcher.

D. Pitching Limitations (Major and Prep League):

1. A pitcher, regardless of age, may pitch no more than seven (7) innings per calendar week per team.

a. This applies to all regulation games regardless of when played, including re-scheduled and make-up games.

b. Prep League **only**: A pitcher may pitch no more than five (5) innings per game.

c. If a pitcher delivers one (1) pitch in an inning, that pitcher shall be charged for one inning pitched.

d. If a team has more than three (3) games in a week, the seven innings per week pitching rule is waived with the following conditions:

1. A pitcher has the normal seven (7) innings per week for the first three games of the week. A pitcher may pitch up to eleven (11) innings per week starting with the fourth game of the week.

2. A pitcher must still be eligible to pitch under rule V.D.3. (must have the specified rest after an assignment of more than three innings) for all games of the week.

2. The calendar week is Sunday through and including Saturday.

3. A pitcher must have two (2) calendar days rest after a pitching assignment in which a player pitches more than three (3) innings. Each game in which a pitcher pitches is considered an assignment. Example: A player pitching in more than three innings on Sunday cannot pitch again until Wednesday. Calendar days and not clock hours are the determining factor.

5. Games in which an ineligible pitcher has been used shall be declared forfeited.

a. If an ineligible pitcher has been used that pitcher is ineligible to pitch in the next two games that he is available to play (regular season or playoffs). The suspension of pitching shall begin the first two games the player participates in after the League statistician has recorded the ineligible pitcher.

b. If an ineligible pitcher has been used the team manager shall receive a warning. A second violation by the same team during the same season will result in the team's manager being suspended for two games (Regular season or playoffs). The suspension shall begin after the League statistician has recorded the ineligible pitcher. If needed, the Board of Directors will provide a coach during the suspension to the team if no other coach or parent is able or willing to coach the team during the suspension.

E. Pitching Limitations (Senior League):

1. Pitchers may pitch a maximum of 4 innings per game.

2. If a pitcher throws 3 or more innings in a game, he must rest one calendar day.

3. If a pitcher delivers one (1) pitch in an inning, that pitcher shall be charged for one inning pitched.

4. Once a pitcher is removed from the game as a pitcher, he may not return to the game as a pitcher.

5. There are no weekly limits on pitching innings.

F. The pitchers of record in every game must be accurately recorded in the official Game Summary indicating the pitchers first and last name, jersey number and number of innings charged. The team manager must approve the official pitching record on the official game summary every game. This can be done by submitting the online form.

G. Games in which an ineligible pitcher has been used shall be declared forfeited.

1. If an ineligible pitcher has been used that pitcher is ineligible to pitch in the next two games that he is available to play (regular season or playoffs). The suspension of pitching shall begin the first two games the player participates in after the Player Agent (or Board Member if Player Agent's team is involved) has recorded the ineligible pitcher.

2. If an ineligible pitcher has been used the team manager shall receive a warning. A second violation by the same team during the same season will result in the team's manager being suspended for two games (Regular season or playoffs). The suspension

shall begin after the Player Agent (Or Board if Player Agent's team is involved) has recorded the ineligible pitcher. If needed, the Board of Directors will provide a coach during the suspension to the team if no other coach or parent is able or willing to coach the team during the suspension.

VI. SUSPENDED/POSTPONED/CALLED/COMPLETE GAMES

A. All games shall be played to a full seven (7) innings (6-1/2 if the home team is winning.)

1. If the game is tied after seven innings, play may be continued until a winner is determined.

2. Any game stopped for any reason after five complete innings (4-1/2 if the home team is winning) shall be considered a regulation game. This includes tie games.

3. Any regulation game stopped in the middle of an inning (due to weather or darkness) shall revert back to the last completed inning.

B. Managers are responsible for fielding a team at the designated time and field.

1. Regular season games: Before becoming a regulation game, any game that is delayed for any reason such as darkness, weather, time, etc., shall be declared a suspended game. It shall not be considered a "called" game. The suspended game shall be resumed at the exact point of suspension of the original game. The line-up and batting order in place at the moment of suspension will apply, subject to the rules governing substitution. Innings pitched will be charged in the week actually pitched.

2. Regular season games: After becoming a regulation game, ties and "called" games for any reason such as darkness, weather, time, etc., shall NOT be replayed or be considered a suspended game.

3. In the event of a suspended, postponed, or canceled game, the League will reschedule the game as soon as possible and advise the managers, umpires, scorekeepers, and auxiliary.

C. Maximum Run Lead: Games will be declared official complete games when a team is ahead by:

15 runs after 4 innings (3 1/2 innings if the home team is ahead)

12 runs after 5 innings (4 1/2 innings if the home team is ahead)

10 runs after 6 innings (5 1/2 innings if the home team is ahead)

D. No continued, suspended or make up game will be allowed on a day when a team has another game scheduled, unless it is against the same opponent or approved by the CLBR Board.

VII. FORFEITS

A. In the event of a forfeited game; if the managers and umpire agree; the game can be played as a practice game but no statistics will count except all innings pitched by players will count toward the weekly limit. If in the judgment of the umpire, the practice game is not being played in the best interests of the league, the game will be called.

B. A game will be declared a forfeit and awarded to the opposing team if the League statistician (or a Board appointed committee if the League statistician is involved) notices and verifies that an ineligible pitcher or an ineligible player are used.

VIII. PROTEST RULES/PROCEDURES

A. All managers/coaches are responsible for policing the CLBR rules.

B. Enforcement of the rules will only be considered if submitted by a manager or coach.

If a parent feels that a rule has been violated, they should work with the manager or coach of their child's team to have the rule violation form submitted.

C. If a CLBR Board Member is reporting or defending a rule violation, they will be allowed to provide information as outlined in the rule violation process below, but may not be involved in Board discussion or Board decision for that incident.

D. Statute of Limitations:

1. Regular Season (except last week of regular season):

a. A manager or coach has two days from the incident to report an alleged rule violation via the rule violation process

b. An opposing manager or coach has 2 days to respond to the violation processor once request for details is sent.

c. The Board of Directors has one week from the receipt of the information from the violation processor to rule on a decision. The violation processor will then send notification to both teams' managers/coaches within that week.

2. Last Week of Regular Season:

a. A manager or coach has one day from the incident or 1 hour prior to the first game of the playoffs (whichever is earlier) to report an alleged rule violation via the rule violation process.

b. An opposing manager or coach has one day to respond to the violation processor once request for details is sent.

c. The Board of Directors has until beginning of the playoffs from the receipt of the information from the violation processor to rule on a decision. The violation processor will then send notification to both teams' managers/coaches prior to playoffs.

3. Playoffs:

a. A manager or coach has one day from the incident or 1 hour prior to the first game of the next round (whichever is earlier) to report an alleged rule violation via the rule violation process.

b. An opposing manager or coach has one day to respond to the violation processor once request for details is sent.

c. The Board of Directors has until beginning of the next round of playoffs from the receipt of the information from the violation processor to rule on a decision. The violation processor will then send notification to both teams' managers/coaches prior to the beginning of the next round.

4. Any rule violation reported after the above limitations will not be considered by the Board of Directors.

5. Any opposing manager response received after the above limitations will not be considered by the Board of Directors.

E. Rule Violation Process: In the event that a manager or coach feels that one of the CLBR rules has been violated, the manager or coach is responsible for completing the rule violation form, and e-mailing or handing to a league Vice-President.

1. The following information is required to complete the form
 - a. Name of manager or coach reporting the rule violation
 - b. Name of manager or coach of opposing team
 - c. Umpire's name (not required but helpful)
 - d. Date and approximate time alleged violation took place
 - e. Exact rule number which was allegedly broken
 - f. Exact rule verbiage which was allegedly broken
 - g. Details of alleged violation

2. Once the form is submitted, the board will review the information for completeness. If the form is not complete, the violation processor will send an email back to the manager/coach to complete the information. This does not stop the clock on the statute of limitations. The manager/coach is then responsible for completing the form and resubmitting within the allowed time limit.

a. If the form is submitted and is complete, the violation processor will email the opposing manager/coach to gather their details on the incident. The opposing manager/coach has the number of days to respond as outlined in the statute of limitations. If no response is received, the Board of Directors will make their ruling based only on information provided in the originating rule violation submission.

b. Once the violation processor has received a response from the opposing manager/coach or no response is received within the time limit as outlined in the statute of limitations, the violation processor sends out all details to the Board of Directors via email. The Board of Directors will then have the amount of time as outlined in the statute of limitations to rule on the violation. The Board of Directors will not consider any additional information (other than information received from the Umpire) regarding the incident that did not come from the violation processor (ie – additional emails from managers, parents, etc) unless they so choose to do so.

c. Once a ruling has been determined, the violation processor will notify the managers/coaches of both sides of the ruling and the punishment (if applicable).

d. All rulings by the Board of Directors are considered final.

F. Exception to this process:

1. All rule violations with regards to pitching limitations will not be addressed via this process. All pitching violations will be addressed by the Player Agent (or Board of Directors if the Player Agent's team is involved) as they occur and are verified.

2. All rule violations with regards to Game Draft players will not be addressed via this process. All Game Draft violations will be addressed by the Player Agent (or Board of Directors if the Player Agent's team is involved) as they occur and are verified.

IX. REGULAR SEASON STANDINGS

A. The Crystal Lake Babe Ruth Major League is divided into two separate leagues: American League and National League. Each league is further divided into two divisions. The four division champions will be determined from regular season play by their overall won/lost

percentage with ties counting as 1/2 game won and 1/2 game lost.

B. The Prep League may be composed as one or two divisions and the division champions are determined by the same method as above.

C. The Senior League may be composed as one or two divisions and the division champions are determined by the same method as above.

D. The following procedures apply if teams are tied in won/lost percentage for first place in a division. There will only be one division champion in each division.

1. Two teams - Winner of head-to-head series determines division champion with loser becoming second place team. If head-to-head series was tied, won/lost percentage of games within division determines division champion. If won/lost percentage within division is tied, then won/lost percentage of games within league determines division champion. If none of the above determines a clear champion, toss a coin as a last resort.

2. Three teams – Standings to be determined from won/lost percentage compiled from games played between the teams involved in the tie. If tie still occurs, won/lost percentage of games within division determines division champion. If won/lost percentage within division is tied, then won/lost percentage of games within league determines division champion. If none of the above determines a clear champion, toss a coin as a last resort.

X. CITY TOURNAMENT FORMAT

A. A post-season tournament is held in the Major League, Prep, and Senior League to decide the Frank Repp City Champion.

1. In the Major League, for each league, all division champions and the next best overall won/lost percentage records from the remaining teams (wildcard teams), will compete in the tournament. There shall be an equal number of teams from the American and National Leagues. A total of eight teams will qualify in 2010 (4 National and 4 American.)

a. If two teams are tied for any playoff spot where one team will qualify and the other team will not qualify for the playoffs, one game will be played between the two teams to determine who advances to the playoffs.

1. The game will be played under regular season playing and pitching rules.

2. The game will be played at the best possible time and place as determined by the Board of Directors.

3. If the schedule of the regular season and the playoffs do not allow enough time for such a game to be started or completed, then the regular tie-breaker rules as described elsewhere in these rules will determine which team will go to the playoffs. The Board of Directors will make the determination of whether there is enough time for a game.

b. If more than two teams are tied for any one playoff spot where one team will qualify and the other teams will not qualify for the playoffs, the tiebreaker rules described elsewhere in these rules will narrow the number of teams involved in the tie to 2. These two teams shall then play a game as described above in (a).

c. Any other scenario involving ties where a number of teams may not make the playoffs will be decided upon by the Board of Directors at the time that they occur.

d. Any ties among playoffs teams where all the teams involved make the playoffs will not play a game and will be seeded as per the tie-breaking rules described elsewhere in these rules.

2. In the Prep and Senior League, all teams qualify for the playoffs.

B. Teams are seeded based on regular season overall won/lost percentage records as defined in elsewhere. Standings by division within league are not considered. The original seeding of the teams within each league remain in order throughout the tournament regardless of which teams are eliminated. Teams are not reseeded after each round.

C. If teams are tied in won/lost percentage for a seeded league position, the following procedures apply:

1. Two teams - Winner of head-to-head series determines higher seed with loser becoming second place team. If head-to-head series was tied, won/lost percentage of games within division determines division champion. If won/lost percentage within division is tied, then won/lost percentage of games within league determines division champion. If none of the above determines a clear champion, toss a coin as a last resort.

2. Three teams – Standings to be determined from won/lost percentage compiled from games played between the teams involved in the tie. If tie still occurs, won/lost percentage of games within division determines division champion. If won/lost percentage within division is tied, then won/lost percentage of games within league determines division champion. If none of the above determines a clear champion, toss a coin as a last resort.

D. The playoff format within each league is as follows:

1. The playoff format will be a double elimination tournament with the brackets and pairings for the entire tournament to be determined before the end of the regular season.

2. In general, the first round will have the highest seeded teams playing the lowest seeded teams. The brackets and the winners and losers of any previous rounds will determine any later rounds.

3. Any byes that are available in the first round will go to the #1 seeded team. The brackets and the winners and losers of any previous rounds will determine any byes in later rounds. No team in the tournament shall receive a second bye until all teams that are still alive have had one bye and that no team shall receive a third bye until all teams still alive have had two byes, et cetera. If necessary, the brackets may be readjusted during the tournament by the board of directors to follow this rule. If readjusted, the byes will be awarded to undefeated teams and then to the higher seeded teams (#1 being the highest seed.)

4. In the case of extreme weather or other such reasons for game cancellations, the tournament may be reduced to a single elimination tournament, any other format, or canceled entirely at any time (before or during the tournament) by the Board of Directors.

E. Frank Repp City Championship Game: In each tournament the championship game will be between the final two teams without two losses in the tournament. They will play either one or two games (until all but one team has two losses) to determine the city champion.

F. The highest seeded team (#1 being the highest seed) in each game shall determine if they wish to be the home or visiting team. The determination must be made immediately when the teams arrive for the game (or earlier.) Once a decision has been made it may not be changed.

If the highest seeded team makes no indication as to preference, the highest seeded team will be the home team.

XI. CRYSTAL LAKE BABE RUTH LEAGUE TOURNAMENT RULES

The current season's rules apply to the tournament with the following changes, additions, and modifications:

A. All tournament games will be scheduled on continuous days with no days off except that the City Championship should be scheduled on a Saturday or Sunday if possible.

B. Major and Prep League Pitching Rules: No pitcher in tournament play shall be allowed to pitch in more than seven (7) innings in any two successive league games (including the last regular season game, unless, there is at least two calendar days rest between the last regular season game and the first tournament game). The starting pitcher in any tournament game, if he started and has pitched the entire seven (7) inning game of a tie game, may continue to pitch up to an additional three (3) innings in the tie game. The extra innings will not count against the seven (7)-inning limit in two successive league games. **Exception: Prep League only: A pitcher may pitch no more than five (5) innings per game and no more than seven (7) innings in any two (2) successive league games.**

1. If a pitcher delivers one (1) pitch in an inning, that pitcher shall be charged for one inning pitched.

2. A pitcher must have two (2) calendar days rest after a pitching assignment in which a player pitches more than three (3) innings. Each game in which a pitcher pitches is considered an assignment. Calendar days and not clock hours are the determining factor.

3. The pitchers of record in every game must be accurately recorded in the official Game Summary indicating the pitchers first and last name, jersey number and number of innings charged. The team manager must sign the official pitching record on the official game summary every game.

C. Senior League Pitching Rules: During tournament play there is no change to the Senior League pitching rules.

D. Game Draft players must be one of the players as on the Game Draft Player List during the regular season.

E. There shall be no time limit in tournament games; however, no new inning shall start after 8:30 p.m. (10:30 p.m. if played under lights.)

F. All games will be played to a full seven (7) innings (6-1/2 if the home team is winning) or until a winner is determined.

1. Any tournament game not completed to a decision that is delayed for any reason such as darkness or weather shall be declared a suspended game.

2. If a regulation game ends in a tie, it will be declared a suspended game and continued from that point on.

3. A suspended game will be resumed at the exact point of suspension of the original game. The completion of a suspended game is a continuation of the original game. The line-up and batting order in place at the moment of suspension will apply, subject to the rules governing substitution. Innings pitched will be considered as if in the same game.

4. Maximum Run Lead: Games will be declared official complete games when a team is ahead by:

12 runs after 5 innings (4 1/2 innings if the home team is ahead)

10 runs after 6 innings (5 1/2 innings if the home team is ahead)

XII. DRAFT PROCEDURES

A. Draft Order of players:

1. The draft order of players for the Major League will be from the lowest to the highest won/lost percentage from the previous regular season standings with tie games counting as 1/2 game won and 1/2 game lost. If ties for a position exist, a coin flip or a draw from a hat will be used to break the tie.

2. The draft order for the Prep League will be determined by a blind draw or other such form. The draft order will then reverse itself in every round of the draft (except the third round.)

B. There will be a two-minute time limit between draft selections.

C. Every team will have a selection in the last round of the draft. If a team has only 1 selection remaining they will not make a selection until every team has 1 selection remaining.

D. Each Major and Prep team will consist of no less than 12 or more than 13 players as determined by the player availability and Board decision. Senior League teams may include up to 16 players as determined by player availability and Board determination.

E. Team Composition:

1. Each Major League team shall include a maximum of six and a minimum of four 15-year-old players and a maximum of six and a minimum of four 14-year-old players and at least one 13-year-old player. Depending on the availability of players in each age group, players remaining in any age group will be frozen to meet the team's requirements. If a brother option of a player currently on a team roster puts the team over the limit, that brother option is excluded from this limit. Teams with five 14 or five 15 year olds on their roster (returning and already drafted or future option players) cannot draft from those age groups until the fourth round or later of the draft. If necessary, based on the number of each age group available, the board of directors may adjust these maximum and minimum numbers per age group before the draft.

2. There are no age restriction per team for the Prep or Senior Leagues

F. All players who try out must be drafted on a Babe Ruth team.

G. The Player Agent will advise the League of all options prior to the start of the draft.

1. Manager and brother/sister options will occur in the third round. If a team does not have a third round pick, the pick moves up in rounds.

2. Coach's options will occur in the first round. If a team does not have a first round pick, the option moves to the first available round.

3. Coach's option will not carry over as a coach's option from previous year. Player will be frozen on the roster but not considered coach's option for current year.

4. Coach's options for the Prep and Senior League may be decided upon (Number of options and rounds taken) by the managers before the draft, with input from the Player Agent and Board of Directors.

H. If a player drafted in the first or second round has a brother/sister option, the brother/sister option must be taken in the third round or succeeding round if other options are

involved. If the first player is taken in the third round or later, the option(s) must be exercised in the next following round.

I. All new, registered players who do not try out are placed in a blind draft to be drawn at any time during the draft process. These draftees are to meet the frozen player requirements and the age group limitations per team.

J. All players not drafted but assigned to a Major League team due to late registration will play that season and future seasons he/she is eligible for the Major League for the assigned team.

K. Option Rules

1. Only manager and brother/sister options are allowed. The Board of Directors may allow other special options (such as sponsor, grandfather, or coaches options) on a case-by-case basis.

2. No manager will have an option on a son, daughter, grandson, granddaughter, or a brother or sister of a current team player until the Board of Directors has approved them as an official manager.

3. The official manager request involving a draft option must be made to the Player Agent or a member of the Board of Directors prior to draft night preceding the season involved. If the authorized individual submitting the request is a Board member, the request will be submitted to the Player Agent or another Board member.

4. Managers declare manager and coaches options. Parents declare brother/sister options. The Board of Directors must also approve coach's options. A declared option does not try out. Each Major League team may only have 1 coach option, 1 manager option, and an unlimited number of brother/sister options.

XIII. GAME DRAFT PROCEDURE

A. There will be no player pool to draft from for individual game replacements players. All players are assigned to a team in the League.

B. Game Draft of Players:

1. To provide each Major League team with a temporary player for a game, each team will provide a list of four players that can be used as temporary players. These four players will be determined before the season and may be any rostered player with the following restrictions:

a. The player may not be a 15 year old player

b. The player may not be a rostered player on any age Tournament Team

2. To provide each Prep League team will provide a list of four players that can be used as temporary players. These four players will be determined before the season and the player may not be a Tournament Team Player.

3. To provide Senior League Teams with a temporary player for a game, the League Player Agent will provide to each manager a list of all 15 year old players in the Major League.

C. Players should be rotated so as the same players are not always used. If the manager cannot get the required player or players from his assigned team, he may call any player on the substitute player list provided.

D. A team can draft up to four substitutes to bring its player roster up to a maximum of eleven(11) players per game. A team must field a team of six of its own rostered players. If a team cannot field six of its own players, the game will be forfeited.

E. Only players that were included on the player list submitted before the season and any

additions approved by the Player Agent or board of directors are eligible to be drafted. Any player drafted who was not included on the list is considered unauthorized and ineligible. Major League teams may only use players on the Major League list. Prep League teams may only use players from the Prep League list. Senior League teams may only use players from the 15 year old Major League list provided to them.

F. The manager drafting a player must report the player on the Game Summary form.

G. It is not mandatory that a requested player accept the temporary draft. If all eligible players in turn down the draft, no draftee is selected.

H. A player may not be drafted if his team is scheduled to play at the same time as the team requesting the draftee.

I. Any drafted player is considered a regular team member for that game.

1. A draftee cannot pitch.

2. A draftee must meet minimum batting and playing requirements as a regular team member according to the rules of the League.

3. If a player is drafted for a game and then the regular player of that team shows up, both players are considered regular players and must meet all batting and playing requirements. Once drafted for a game, the draftee must play that game. Under these circumstances it is all right for a team to then have more than 10 players for that game.

4. A drafted player cannot start a game ahead of a regular roster member and cannot play more innings than a regular roster member. Disciplinary action, injuries, and late arriving players are exceptions. For infractions of this rule, the illegal player is immediately declared eligible for only his minimum playing time. The regular player(s) must play the next game that the player(s) available to play in its entirety.

5. At no time shall any team have more than 3 non-rostered players in the game at one time.

6. The draftee will wear his own team's uniform.

J. At the discretion of the Player Agent a draftee can play in more than one consecutive game, but all attempts should be made to use different draftees. No player may be drafted twice consecutively to play for the same team, unless the other approved players decline.

K. No drafted players are to be considered part of the drafting team at the end of the season.

L. Games in which an ineligible Game Draft Player has been used shall be declared forfeited.

M. SEASON DRAFT PROCEDURE - In the event of a team not being up to the maximum number of players, or in the event of the loss of a player from a team roster prior to or during the regular season, due to moving, injury or other situation (approved by the Board of Directors); the Player Agent, with Board approval, will assign players to those teams out of the player pool, if available, in the order of sign-up and/or based on the age roster make up of the team. Player pool players assigned to a team remain on that team for that season and become a regular member of the team.

XIV. TOURNAMENT TEAMS

A. The Board of Directors may endorse and form a tournament team in any age group(s) they feel may be beneficial to the league.

B. The Board of Directors will make the selection of the manager for any Tournament Team.

C. The team manager will determine his own team's roster. A tryout open to all eligible players must be held for all interested players. All players selected for the team must meet the following conditions:

1. All players must be registered in the Crystal Lake Babe Ruth League and play on a local in-house team.

2. All players must make 60% of his/her in-house team's games. (special circumstances may be reviewed by the Board of Directors on a case by case basis)

3. If there is a conflict in the schedules between the tournament team and a player's inhouse team, the player must play with his in-house team.

Note: There may be exceptions to this approved by the Board of Directors before the inhouse season begins. An example of this is a July 4 tournament for 15's that play in the Senior League.

D. The team manager will determine his team's own coaches, schedule, fees, and team rules while working with the various Leagues' committees and Board of Directors.

E. All Tournament Team personnel (including players and parents) must meet all rules, regulations, obligations, and code of conduct for any game, league, or tournament that they participate in. Any violation of the rules, regulations, obligations and code of conduct will be subject to review by the team manager and/ or the Board of Directors.