

IRB SSL RULES OF THE GAME May 1st 2023

IN THE EVENT A SITUATION ARISES WHICH IS NOT ADDRESSED IN THE FOLLOWING RULES, THE UMPIRE WILL BE RESPONSIBLE FOR DETERMINING THE FAIREST RESOLUTION.

Definitions:

Super Senior (SS) – any person 70 years of age or older; SS Rules will be extended to Women League members.

Waiting List Player (WLP) – any player who registers and enters league after a player draft has been completed or is a non IRB resident

League Operational Schedules

Seasons Schedules

1. There will be 3 seasons per year
 - a. Winter Jan. 1st to Apr. 30th
 - b. Summer May 1st to Aug. 31st
 - c. Fall Sept. 1st to Dec. 31st
2. **Registration**
 - a. We will allow 2 weeks for registration.
 - b. All 1-4 game applicants will be put on the sub list
 - c. Non IRB Residents will be put on the sub list and the waiting list. Once the number of IRB residents reaches greater the 51%, non IRB residents will be able to register.
3. **Draft**
 - a. The draft will be held on the first Monday once the registration is complete and we have time to complete the structure of number of players per team and # of teams and determine managers.
 - b. If there are an odd number of players for the draft, those remaining to be drafted should be determined by a blind draw among all the managers
 - c. Maximum number of players on a team should be capped at 14
 - d. Any additional players should be put on a waiting list but allowed to sub for a maximum of 4 games
4. **The definitive schedule for playoffs based on the number of teams**
 - a. **4 teams**
 - 1 Plays 4
 - 2 Plays 3winners play championship
 - b. **5 teams**
 - 5 plays 4 'play-in' game
 - 1 plays winner of 'play-in' game 2 plays 3Winners play championship

c. 6 teams

- 6 plays 3
- 5 plays 4
- 1 plays lowest remaining seed
- 2 plays highest remaining seed
- Winners play championship

5. Game Start Times

- a. Games should start at 4pm unless otherwise voted on by the board.

6. Team Manager Selection

- a. The criteria for selecting team managers will be based on the following
 - i. Knowledge of the players
 - ii. Temperament
 - iii. Knowledge of the league principals and rules
 - iv. Manager's term is 1 season. Selections ASAP made after registration
 - v. Managers are not required to play

GENERAL RULES

1. No rule may be altered by anyone ie: Umpires, Managers nor BOD members. Any rule that becomes controversial during the course of a season will be reviewed and considered for amendment and voted on by the Board of Directors (BOD).
2. A "Fielded Team" will consist of 10 Players: 4 Outfielders, 4 Infielders, a Pitcher and a Catcher.
3. All games are 9 innings. If a game is tied after nine innings one extra inning will be played. If the game is tied after one inning, the game ends in a tie.
4. A Team can only score a maximum of 5 runs per inning unless a team is trailing by six runs or more, then that team can score as many runs as possible in any given inning until they tie the score (Catch Up Rule). The inning will end once the team ties the score.

Teams can score as many runs as possible in the ninth or subsequent innings.

PITCHING SCREEN

5. Screen shall be in front of the pitching rubber. The edge of the screen shall always be within the dirt of the mound.
6. The Pitcher must attempt to be behind the screen after each pitch.
7. A thrown ball that contacts the screen is a "dead ball". Base runners will be allowed to advance one base. One base is considered the base the runner was heading to. If a batted ball contacts a defensive player and strikes the screen, the runner will be called safe and awarded first base. All other runners will advance one base and the ball is dead.
8. A batted ball that hits the pitcher's screen is a strike. Any third strike that hits the safety screen is an out.

BATTING

9. An expanded "Home Plate" will be used for strikes only, Home plate measures approximately 21" x 40".
10. Pitches higher than 12ft and under 6ft will not be considered a strike, will be verbally identified by

Umpire as "ILLEGAL" prior to reaching the batter. However, the batter can still swing at the pitch.

11. A foul tip caught by the Catcher must exceed height of the batter to be considered an out
12. Each batter will start with a count of 1 ball and 1 strike. A foul ball on the 3rd strike is an out.
13. Home Runs: Home Runs are not permitted. If any batter hits a fair ball over the fence, they will be called out.
14. A ball touched by a player or hits the ground before it goes over fence is a Ground Rule Double for all players. A batted ball that hits the yellow fence cap and goes over the fence is an out for all players.
15. A batted ball that goes under the fence or lodged in the fence is a ground rule double.
16. Super Senior and Female batters: All Outfielders, including Rovers, will start on the warning track area of the outfield. Infielders will start on the infield dirt. Once the Pitcher releases the ball, Outfielders and Infielders may move in any direction to position themselves to make a play on the ball. If any fielder is observed moving into the outfield grass before the ball is pitched, the Batter receives a base on balls. Any fielder can field a ball as they move into the outfield grass to make a play, but if the ball contacts the outfield grass when they field a ground ball, the SS or Female batter cannot be thrown out at first base. A force out at any other base is legal.

BASE RUNNING

17. There will be two "Home Plates" for safety purposes and all plays at the plate will be a force out, NO tags are allowed. The catcher (or any other player) only needs to catch the ball and step on Home Plate to determine if a runner is Safe or Out. If a runner does not use the Alternate "Home Plate" in an attempt to score, the runner will be ruled out.
18. The 20-foot commitment line from home plate is the 3rd base running rule. If a runner touches the line and attempts to return to 3rd base, the runner is automatically out.
19. For safety purposes, there will be two First bases. Runners will use the "Alternate" First base on balls hit in the infield when a play at first base is likely. Failure to do so will result in the runner being called out. This will also include an over throw by the infielders unless the umpire deems it a safety issue. The "Alternate" First base is not required to be used on outfield hits when a play at first base is unlikely
20. Super Senior or Female runner can lead off a base when the ball leaves the pitcher's hand. However, the runner can be picked off. There is no stealing. If there is an attempt to pick off the runner, the runner can proceed to the next base at their own risk after returning to the previous base.
21. All batters are required to run to First Base. A batter is not permitted a Pinch Runner until the batter reaches First Base. The Pinch Runner option is intended to address safety or medical issues and is not intended to allow players or managers to improve their team's scoring potential by substituting a faster runner. Pinch Runners can be any player age 65 or older or any female player. They can Pinch Run for any batter including batters under age 65. A Pinch Runner can only be a Pinch Runner once per inning. Rule #21 applies if the pinch runner is a SS. Any player can exempt themselves from being a Pinch Runner. If no one over 65 is available, The batter who made the last out can be used to pinch run.
22. Sliding is not allowed but sliding or diving back to a base that was already touched is allowed.
23. Avoiding a collision. A runner must make every effort to avoid colliding with opposing players while

running the bases. If, in the umpire's judgement, a runner misses a base to avoid a collision with a defensive player, the runner will be declared safe. If a runner intentionally collides with a defensive player, the runner will be called out.

TEAM COMPOSITION

24. If one or both teams do not have at least 7 roster players, the game is a forfeit and a loss is recorded for the team unable to field at least 7 roster players after a 15-minute grace period. If neither team has at least 7 roster players, the game is a loss for both teams.

25. **Substitutes** – A Team can only have a maximum of 2 substitutes and a maximum of 10 players if they use substitutes. The substitutes must come from the Substitute Pool as managed by the Sub Master. Substitutes can be any player. Super seniors are treated as regular players. Under 70 are required to catch and bat last. If 2 players are under 70 the 2nd player must play right field and also bat at the bottom of the lineup.

FOR SUMMER SEASON ONLY: Teams will be allowed to have 3 subs and a maximum of 11 players. Super senior and female players are treated as regular players. Under 70 are required to catch and bat last. If 2 players are under 70 the 2nd player must play right field and also bat at the bottom of the lineup. A third under 70 sub can play anywhere but must also bat at the bottom of the order.

26. A team with original roster of 10 or more players does not need to reduce their roster to equal their opponent's roster.

27. In the spirit of IRB SSL, Managers must play all available players equally on a rotational basis. The exception to this rule is the Pitcher. With 11 players, 9 players must sit at least one inning on defense. With 12 or more players, no players will sit more than 2 innings on defense unless they request to sit. All Players must bat when it is their turn in the lineup unless a Player has opted to remove themselves from the game for a medical or safety issue. If it is observed by players of either team that this rule is not being followed, the Umpire can be requested to issue a warning to the offending team Manager. A continued violation in the game will result in a penalty of forfeit.

28. Use of Waiting List Players: If a team requires waiting list player/players, that team may petition the board for player (s). No "Waiting List Players" will be allowed to play unless an active player is injured or has medical issues that cause him or her to miss 3 or more consecutive games and the active roster drops below 12 Players. WLP will be assigned by the Board at random and will remain with the team for the remainder of the season. When healed, the previously injured or medically inactive player will return to their original team.

ADDITIONAL RULES

29. Game Format: All games starting and ending times shall be determined by the Board of Directors for each season. Game times will be based on availability of the field per the City of Indian Rocks Beach and the West Pinellas Little League. Games shortened by rain prior to completing 5 innings will resume at the point of the delay.

30. Managers and only managers will be allowed 2 appeals per game regardless of the outcome. Umpires are encouraged to ask for help if they are unsure of a call. If they see a call that is wrong or questionable, they should meet and discuss to come to an agreement. Players leaving early on a sac fly or missing a base can be called out without using an appeal.

31. Nonplaying managers who are awarded an extra draft pick are not permitted to play during the season.