

# Chicago Women's Baseball League Rulebook

## Game Rules

Games will be played according to the Official Rules of Baseball with the following modifications and guidelines:

1. **Pre-game warm-up:** Each team is allowed a 10-minute pre-game infield workout prior to their first game of the day. Home team will go first 20 minutes prior to game time.
2. **Length of game:**
  - a. **Number of innings:** Games will be 7 innings in length, unless the time limit, run, weather or doubleheader rules apply, or there is a tie after 7 innings.
  - b. **Time limit:** With the exception of the playoffs, no new inning in a game will start after the time limit of 2½ hours of playing time. Games that end in a tie must be played until a team wins, regardless of time limit. In this case, innings that start after the 2:50 mark will use shootout rules, in which a runner (last batted out) is placed on second base at the start of the inning and each batter starts with a 1-1 count. For the purpose of the time limit, game time begins with the scheduled start time unless the game does not begin on time due to field conditions, weather conditions or late umpires. In such cases, the game time begins with the first pitch.
  - c. **Run rule:** The game will be over if the lead is 10 runs or more after the 5<sup>th</sup> inning is completed (or after 4½ innings if the home team is ahead).
  - d. **Weather rule:** If the umpire judges that a game cannot be finished due to rain, lightning or other weather conditions, the game is considered complete if 5 or more innings (or 4½ innings if the home team is ahead) have been completed. Games that are called prior to this limit will be considered cancelled and played over in their entirety.
  - e. **Doubleheaders:** When teams play a doubleheader, the first game is 7 innings and the second is 5 innings.
  - f. **Warm-up pitches:** Pitchers will receive 7 warm-up pitches at the beginning of the game and 5 between innings. Up to 7 warm-up pitches may be allowed after a long offensive inning at the discretion of the umpire. Relief pitchers will receive 7 pitches the first time they enter the game.
  - g. **Two minute rule:** Each team has 2 minutes from the recording of the last out in the previous half inning to be prepared for the next half inning. This time includes pitcher, infielder & outfielder warm-ups.
3. **Lineups**
  - a. **Lineup Cards** - Managers shall, prior to each game, supply the umpires and the opposing manager with a batting order that includes last names, numbers, players that will be provided with courtesy runners (max. 2) and the last names and numbers of any substitutes.

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- b. **Batting Changes** - Any batting change must be announced to the opposing manager and coach, umpires, and official scorekeeper (if present) prior to the change being made.
  - c. **Batting and Defensive Lineups** - Batting and defensive lineups operate independently of each other.
  - d. **Number of Batters** – Teams must bat at least 10 players if 10 or more players are present. There is no restriction on the maximum number of batters in a game. Official rules affecting "batting out of order" and "illegal substitution" still apply.
    - 1. If a player is injured and there are no reserves to take her place in the order, that position is skipped with no penalty.
    - 2. If a player is ejected or leaves the game for any other reason than injury and there are no reserves to take her place, an out is recorded when her position in the lineup comes to bat.
  - e. **Batting Lineup Additions** – Players may be added to the bottom of a lineup after the game has started.
4. **Substitutions:**
- a. **Batting lineup:** A player in the starting offensive lineup who is removed from the offensive lineup may re-enter the game only once, in the same spot in the batting lineup that she left.
  - b. **Defensive substitutions:** Defensive substitution of position players except pitchers is unrestricted. Only pitching changes need to be reported to the umpire.
  - c. **Pitchers:** A pitcher who is removed from the mound may retake the mound as a pitcher twice. The replacement pitcher must pitch at least one complete at-bat before the original pitcher may be returned to the mound. A pitcher may re-enter a third time if one of the exceptions to the pitching limit apply.
5. **Participation Requirements** - The CWBL requires that each player be allowed 1 plate appearance and 3 full defensive innings per game, including 2 of the first 5 innings of the game. This rule does not apply in the playoffs.
6. **Pitching Limit** – To develop pitching for future expansion, pitchers may only pitch 12 outs per game. **Exceptions:**
- a. The pitcher may exceed this limit if the game goes into extra innings.
  - b. The pitcher may exceed this limit if the only other pitcher available that game has walked 5 batters in one inning. This count resets every inning.
  - c. The pitcher may exceed this limit if the only two other pitchers available that game have walked more than 7 batters combined in one inning. This count resets every inning.
  - d. If a team has a pitching shortage for a game (e.g. only one pitcher is present), the pitcher may exceed the limit, but that team will start every

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offensive inning after the limit is reached with 1 out. Teams may exercise this option once per season. The team manager must notify the opposing team manager prior to the game, unless the shortage was due to an injury that occurred during the game. The League Committee Secretary will record the team's use of this exception and email all managers and the League Committee President of the exception use.

- e. The pitcher may exceed the limit if she is throwing a no hitter and she has not thrown one that season.
  - f. This rule does not apply in the playoffs.
7. **Borrowed Players** - In the event of a potential forfeit due to failure to meet the minimum number of players required to start a game, the affected team may borrow up to 2 players from the substitute pool. When possible, the borrowed players should match the skills of the absent players; a team should not be weakened or strengthened significantly by the subs. The borrowed player(s) must play the outfield and bat eighth and ninth in the order (ninth if only one player). **Exception:** The borrowed players may play other positions if the opposing team's manager agrees.
  8. **Intentional Walks** - Each team may issue 1 intentional walk to the opposing team per game.
  9. **Hit By Pitch** – A pitchers who hits 3 batters in one game must be removed from the pitcher position in that game. (She may move to another defensive position.) She may retake the mound as a pitcher if the game goes into extra innings.
  10. **Courtesy Runners** – The player making the last batted out will be the courtesy runner. If a courtesy runner is needed before the first out of the game is recorded, the last batter in the lineup will be the runner. No more than 2 courtesy runners can be used per game. Courtesy runners are to be used for players with injuries that limit their ability to run. The courtesy runner must take the place of the non-runner before the first pitch is made to the next batter.
  11. **Injured Base Runner** - If a base runner is deemed injured by the home plate umpire and is unable to fulfill her duties as such, a courtesy base runner will be permitted. This courtesy runner does not count against the courtesy runner limit.
  12. **Catcher 2-out Base Runner** - When 2 outs exist in any inning and the catcher is on base, a courtesy runner will be immediately inserted. This courtesy runner does not count against the courtesy runner limit.
  13. **No Collision Rule** - A runner attempting to acquire a base/home plate must avoid any deliberate stand-up collisions with a defensive player for the purpose of jarring the ball loose or moving the defensive player from the runner's path as the player is about to receive the ball. **Ruling:** 1) the ball will be dead; 2) no runners will advance; and 3) the violating runner will be called out.
    - a. **Defensive player:** A defensive player may not block a base/home plate without the baseball.

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- b. **Ejection:** If an umpire deems contact was malicious and intentional, the offending player (offense or defense) can be ejected.
14. **Decoy Tags** - Inducing a player to slide unnecessarily by faking a tag at the base is prohibited. The runner will be awarded the next base.