

Connecticut Twilight League (CTL)
2021 Baseball Rules – Version 1.01
Updated 06/7/2021

1.0 LINE UP

1.1 RULE CLARIFICATION REGARDING OFFENSIVE & DEFENSIVE LINEUPS:

The defensive lineup and the offensive lineup (i.e. batting order) are independent of each other. A team can have players in the field that are not in the batting order. With the exception of the pitcher, there is free substitution on defense without impacting the batting order.

1.2.1 OFFENSIVE LINEUP:

A team may elect, for the entire game, to bat 9 OR MORE PLAYERS, or add players to the bottom of the order during the game. However, it must finish the game with no less than the largest number of batters at any given time or take an out in the vacated batting spot(s).

1.2.2 OFFENSIVE STARTER RE-ENTRY RULE:

Once an offensive hitter is removed from the batting order, he cannot return to hit that game. He may only play in the field defensively.

1.2.3 INJURY EXCEPTION PROVISION:

If a team that has exhausted its substitutes is unable to bat a player in a particular spot in the order because of an injury (or other extenuating circumstance), then the opposing manager may elect 1) to take an out in the spot 2) allow a previously used player to bat in that spot or 3) allow the batting team to collapse its lineup (Note that if the batting lineup falls to 8 players then the 9th spot is an out. If the lineup falls below 8 players, then the game is a forfeit.

1.3 DEFENSIVE LINEUP:

All teams have the option to substitute freely on the field in any defensive position except for the pitcher.

1.4 EIGHT PLAYER RULE:

Teams may START AND COMPLETE any game with only 8 players and do so without penalty or forfeit. The team(s) with 8 players must record an out in the ninth spot (it must be the ninth spot only) in the order throughout the game, unless the missing player arrives. This rule still applies even if both teams have 8 players.

A team may elect to wait the grace period given by umpires (typically 15 minutes) before starting with 8 players.

Once a game has begun with 8 players, the game will not be delayed to wait for the late arriving 9th player to get ready. Once ready, that player can enter the game at any point during a dead ball.

1.5 COURTESY RUNNERS:

One player per team per game may **be designated to** have another player run for them in the event they reach base. The courtesy runner will always be the last recorded out (batter not to reach base). **It is mandatory to use this rule (prior to the next pitch in the game) otherwise the player loses the designation.** If the non-runner is up in the beginning of the game and no recorded outs have occurred then the courtesy runner will be the last player in the batting order.

In addition to the courtesy runner per team per game, an additional courtesy runner can be used for the catcher with two outs. This is done to speed up the game.

The player that needs courtesy runner must be announced prior to the start of the game or the right to use will be forfeited (unless agreed by the opposing manager).

INJURY EXCEPTION:

Additional courtesy runners can be used for injured players at the discretion of the opposing manager. The same rules on who is eligible to be a courtesy runner apply. A maximum of **one** courtesy runner only may be used at one time so if an injury exception is used, the original player must give up their courtesy runner.

2.0 EQUIPMENT

2.1 UNIFORMS:

All players must be wearing baseball uniforms (i.e. baseball cap, baseball pants, baseball jersey with number). For example, no shorts, sweat pants, t-shirts, etc. Note that the baseball jersey, hat or pants does not necessarily have to be consistent with the player's official team jersey (e.g. a player can wear a jersey or hat of a different team).

Players are not allowed to play unless they are in uniform. EXCEPTION – The opposing manager can waive this requirement, but it is strongly discouraged.

2.2 BASEBALLS:

The Rawlings FSOLB1 model baseballs are the official game balls used in all CTL contests.

2.3 BATS:

Wood Bats only. Weight/Length differential on bats can not exceed minus 3.

2.4 HELMETS:

All batters must wear a double or single earflap helmet.

3.0 SAFETY

3.1 NO COLLISION RULE:

The CTL has a no collision rule defined as follows:

A runner trying to advance to a base must AVOID DELIBERATE CONTACT. That is, they must either slide to the base or attempt to go around a fielder if the fielder has the ball in their possession or if the umpires' judgment is about to receive the ball. A runner who violates this rule will be called out. Any excessive contact (i.e. plowing over a catcher who has the ball ahead of time) will result in immediate ejection from the game as determined by the umpire and the player will face a suspension from the league. All appeals should be filed directly with the commissioner who will have the final ruling.

4.0 GAME

NOTE: All CTL regular season and playoff games are 7 innings.

4.1 REGULAR SEASON GAMES:

If a game is called for darkness, rain or curfew during an active inning the game reverts to the previous full inning. If the home team is winning, a game can be final after 4 ½ innings. If the home team is losing, 5 full innings must be completed

If a game is tied after 5 full innings and the game is called for darkness, rain or curfew, then it is recorded as a tie game in the standings.

If the game is called after 4 ½ innings with the home team winning or 5 full innings with the visiting team winning, then the game is recorded as a complete game and the result is recorded in the standings.

There is a mercy rule for regular season games. If any of the following four scenarios are satisfied the game is over.

- Home team is ahead 10 or more runs after 4 1/2 innings
- Visiting team is ahead 10 or more runs after 5 innings
- Home team is ahead 15 or more runs after 3 ½ innings
- Visiting team is ahead 15 or more runs after 4 innings
- **If a player is short on playoff eligibility due to mercy games, please refer it to the CTL Board who will consider waiver for individual players so he can play in playoffs.**

4.2 OFFICIAL PLAYOFF GAMES:

All playoff games must be completed fully. If rain or darkness should shorten a game, the game will pick up from where it left off the following day until it is finished.

There is a mercy rule for playoff games. If any of the following four scenarios are satisfied the game is over **immediately**.

- Home team is ahead 10 or more runs after 4 1/2 innings
- Visiting team is ahead 10 or more runs after 5 innings
- Home team is ahead 15 or more runs after 3 ½ innings
- Visiting team is ahead 15 or more runs after 4 innings

4.3 PLAYOFF GAME ELIGIBILITY:

There are two ways for a player to gain eligibility for the playoffs. The first and most common way will be for a player to appear in at least 7 regular season games to be eligible for playoffs. An appearance will only count if a player receives an at-bat or plays three consecutive defensive outs. The other option will be if a pitcher qualifies for league stats by pitching one inning per team game played, that pitcher will be eligible for playoffs. For 2021 this means the pitcher must throw 23 complete innings. A player can become eligible by either option, meaning pitchers appearing in 7 games but less than 23 innings will also be eligible. These numbers are subject to change if any regular season games are canceled, therefore reducing the total number of games played. The minimum number of games to become playoff eligible can only be reduced to 6. Innings pitched to qualify could drop to 22 IP, 21 IP, etc... coinciding with the number of games played by that player's team. All appeals should be filed directly with the commissioner who will have the final ruling.

4.4 REGULAR SEASON STANDINGS

Regular season standings will be based on winning percentage. If two teams are tied for a spot in the standings based on points, the first tie-breaker will be head-to-head record. The second tie breaker will be the regular season cumulative run differential. The fourth tie breaker will be runs scored. The 4th and final tie breaker will be a coin toss.

4.5 PLAYOFF SEEDING AND BRACKET:

All 8 teams will then be seeded based on win percentage . The lowest 2 seeds (7 and 8) will start in the loser's bracket. See Playoff Bracket for clarification.

4.6 MAKEUP GAMES:

Hometeam is responsible for contacting opposing teams within 7 days to have the makeup game rescheduled. If an agreement is not reached by both parties within those 7 days the board will step in and schedule a makeup game at the earliest date both teams are available.

4.7 EXTRA INNINGS RULES:

Extra innings will begin with a runner on second base. The runner at second base will be the player in the batting order position previous to the leadoff batter of the inning (or a substitute for that player). By way of example, if the number five hitter in the batting order is due to lead off the 8th inning, the number four player in the batting order (or a pinch-runner for such player) shall begin the inning on second base. Any runner or batter removed from the game for a substitute shall be ineligible to return to the game, as is the case in all circumstances under the CTL. We are only using this rule for REGULAR SEASON GAMES, no playoff games.

5.0 SCORING

5.1 LEAGUE BATTING AND PITCHING STATISTICS CHAMPIONS:

Final batting and pitcher statistics will be compiled by individual teams and submitted to the league president.

The final statistics should combine both regular season statistics with playoff statistics (but not all star) for the purpose of determining league leaders and all-time records (Note: that this is consistent with most amateur sports like high school and college). In addition, statistics should include any league sanctioned non-scrimmages played outside of the league (e.g. Tournaments, Twilight League, Hartford Twilight League, etc).

The batting champion will need to have (2.1 plate appearances) X (the number of regular season games scheduled plus the minimum number of playoff games that every team is guaranteed). For example, if a regular season has 23 games and at least 1 playoff game per team, then the number of plate appearances required to win the batting title would 50 ($24 * 2.1 = 50.4 = 50$ PA's). (Note that 2.1 is derived by taking 7/9 of the official minor league requirement of 2.7 plate appearances. Since we typically bat more than 9 batters, we will use 2.7 instead of the major league 3.1. In addition, we then normalize the number based on 7 inning games.

The pitching champion will be based on 1 inning X (the number of regular season games scheduled plus the minimum number of playoff games that every team is guaranteed). For example, for a 23-game season and 1 playoff game, then 24 innings would be required to become the ERA champion. (Note that 1 inning per game is used because it is the major league standard. The minor league standard of 0.8 innings per game is not used. Nor is the major league standard normalized for a 7 inning game. This is because we typically only play 2 games a week.) ERA's should be based on 7 innings.

A starting pitcher only needs to go 4 innings for the win.

6.0 PLAYER CONDUCT

6.1 WAIVERS:

All players must sign the league waiver form before participating. A player who has not signed the league waiver form will be declared ineligible.

6.2 SUSPENSIONS AND EXPULSIONS:

The league has the right to suspend or expel any team member who does not exhibit a sense of sportsmanship or who plays without regard to the safety of the umpires, managers, coaches, fans or other players. **The behavior causing suspensions, and length and severity of suspensions and expulsions are specified in new Hartford Board umpire contact.**

6.3 NO ALCOHOL AT MT. NEBO OR NORTHWEST PARK:

Up to 1 game suspension per incident. This covers post games as well.

7.0 GENERAL

7.1 NO HIT BY PITCH MINIMUM:

A pitcher is not automatically ejected after having reached some predefined threshold for hitting batters. This is at complete discretion of the umpire based on intent and safety.

8.0 ROSTER

8.1 TRANSFER OF PLAYERS:

Any player who participated in a CTL game (in whole or part) cannot participate as an active member of any other CTL team during the current season and next calendar year season.

Teams can trade players during in season and in the off season. If a player contacts a manager from a new team, said manager must contact the manager of the current team to make sure the original team is aware of the player's decision to be traded. At this point managers of each team can negotiate a trade that both parties agree to. Once the two teams agree on the trade, the “**Connecticut Twilight League Player Transfer Form**”, will then be signed by the manager or coach of Team A and Team B. That form will then be submitted to the Executive Committee for review. The Executive Committee has the power to veto a trade if the Executive Committee views trade as not in the best interest of all parties involved and to the integrity of the league.

The transfer form does not need to be signed in person by both parties. One manager can fill out the form, sign it and then scan and or email to another manager. Once a document is signed by both parties it can be scanned and emailed to the league for review. If trade occurs in-season games played for both teams count towards playoff eligibility.

No player can be officially released until he has returned his uniform and any other equipment. There are no exceptions to this rule. Any team manager who plays a man who has not been officially released will forfeit the game in which the ineligible man played, and the player involved will be barred from participation in the CTL throughout the duration of the current season.

Exceptions will be made if extenuating circumstances are presented to the Executive Committee for review and if both managers and all players involved sign off on an official release of a player. That player would be eligible to play for their new team during the current season.

8.2 PLAYOFF ROSTER:

Players are eligible for the playoffs on one team only.

9.0 GENERAL

9.1 AMATEUR STATUS:

A player (or players) participating as a member (or members) of any team (or teams) in CTL shall not be compensated or paid for playing baseball in any CTL baseball game. Gifts shall include items such as tickets and items of baseball equipment such as gloves, shoes etc. This regulation has been adopted to protect the amateur status of potential and current scholarship and collegiate athletes who are, or will be, registered for participation in the CTL. This rule follows the NCAA rules.

Note: Violation of this regulation shall cause the offending player or manager to be barred from competition in the CTL immediately and for the duration of the current season and until such time, in the future, when for good and sufficient reasons, said player and or manager's application for reinstatement may be considered.

9.2 MOUND VISITS:

Two mound visits by a coach in one inning will require a pitching change. Three overall visits will also require a change. The limits will reset for each relief pitcher.

9.3 OTHER RULES:

For any and all rules not explicitly addressed in this addendum, the CTL will follow **Official Major League Baseball Rules**.

CONNECTICUT TWILIGHT LEAGUE PLAYER
TRANSFER FORM

I, _____, of the _____ agree to release the rights of _____ to the _____. Effective immediately the player(s) rights listed in this document have been transferred and are now under the possession of their new team. Player(s) will need to sign new waiver forms with the new team and have them submitted to a Connecticut Twilight League Board.

Terms of the trade

Manager/Coach Transferring Player(s) (Team A)

Manager/Coach Receiving Player(s) (Team B)

Date

CTL Board Member Approval