

# CSL Playoff Rules 2009

1. ALL players are to be included and must be played defensively as well as offensively as per CSL rules. Eligible players appear on the finalized rosters (as of June 30th) submitted and on file with CSL.

## 2. BORROWED PLAYERS (may NOT pitch):

Mite teams may use other Mite players as per the CSL rules. All other divisions may borrow **ONLY** from CSL players registered to a younger CSL houseleague division.

**NO COMPETITIVE PLAYERS, NO CROSS-HOUSELEAGUE TEAMS (eg. Novice may not borrow from Novice), NO OLDER HOUSELEAGUE TEAMS,**

**NO PLAYERS NOT REGISTERED to CSL for the 2008 season prior to June 30, 2008.**

Please note that you may use younger CSL houseleague players from other CSL associations - eg. South may borrow players from Oakridge, etc. Call ups may be used to a **maximum of 11 players** on the roster. Borrowed players may NOT pitch.

**To avoid problems, declare callups to the Tournament Site Convenor BEFORE each game.**

Use of illegal players will result in automatic forfeiture of the game and possible ejection of team from the tournament.

Any question regarding player eligibility, should be checked with the Tournament Site Convenor.

## 3. TIME:

Game times may start up to ½ hour ahead. Have teams available for such possibilities.

Game times may be altered according to diamond availability. Check with the convenor.

No inning to START after:

1 hour 15 minutes for Mite, Squirt, Novice divisions

1 hour 30 minutes for Bantam, Midget. Junior divisions

(this may be altered due to weather).

Both teams and the umpires must agree on the **start and completion time** at the start of the game.

Completion time will be **the exact time of the third out** in the bottom of the inning.

Any inning started will be completed.

Championship games will be 7 innings - 5 innings for Mite.

Any and all games ending in a tie will go to the International Tie Breaker rule (see below).

The Mercy Rule (as per CSL rules) is in effect.

4. Home team decision...see the tournament chart.

5. Some back to back games in tournaments cannot be avoided. Teams will be allowed a 20 minute break between back to back games (if desired).

6. **INTERNATIONAL TIE BREAKER** - When time is completed and there is a tie, the player who was **LAST UP TO BAT** (not necessarily the last out) starts the tie breaker inning on second base. There are "0" outs and the inning proceeds as usual. This is to be repeated each inning until the tie is broken. Any player who has previously pitched may begin pitching again as if it were a new ball game.

7. **SCORES** - Winning team coach, report score to the Tournament Site Convenor. Do not leave without reporting as we will need to know who to contact in case of changes/rain, etc. It is your responsibility to keep us informed.

8. **NO PROTESTS.** Respect and good sportsmanship towards all players, coaches, umpires and volunteers is expected. Please keep a sense of humour and a positive attitude above all else.-Thanks

9. In case of RAIN, please keep your team together until we can attempt to resolve the situation. Be sure to leave contact numbers so that you can be reached with updates. It may be necessary to change game location as well as time.

10. Medal Presentations: In the event that there is not a person available at your diamond, we ask that the winning team take on the task of presenting medals (participation or championship) to the team that is finished.

Medals to be awarded as follows:

Mite to Bantam: all participants

Midget to Junior: First and second place finishes ONLY.

**GOOD LUCK & HAVE A BALL!!!!**

*Joan*