

2022 Eastern Women's Baseball Conference (EWBC) Rules

The Eastern Women Baseball's Conference ("EWBC" or "League") follows all National League Baseball rules except as noted:

1. General

- a. **Waiver Forms:** All participants must sign a "Waiver and Release of Liability" ("waiver") form prior to participating in any League scrimmage or game. Waivers will be made available on the League's website and may be completed electronically or in print form. It is the responsibility of each team's manager to ensure all players have completed a waiver prior to participating in a League scrimmage or game.

The League will maintain a list of players who have completed a waiver and managers must ensure each player's waiver has been submitted to the League. If it is discovered that a team played with a player who had not completed a waiver prior to their participation, that team will forfeit all games in which the player participated without a waiver.

- b. **Player Fees:** To defray the costs of the League's operational expenses, the EWBC Board of Directors ("Board") will establish a team fee for the season. Teams will be required to pay their fees on a schedule set by the Board. Players may request financial assistance including a partial or full waiver of their fee, through either their team manager or directly to the League President. Decisions regarding financial assistance will be made by the Board. Players may request their name be withheld from the Board to maintain privacy, and all discussions relating to fee waivers will remain confidential.

- c. **Game Length and Time Limit:** Games are seven innings with no new inning starting after two and one-half hours, with the following exceptions:

- (1) **Uncontrollable Event:** If a game is stopped by the umpire for any reason beyond the teams' control (e.g., due to weather, light malfunction, permit expiration, etc.), then the game is a complete game if 5 innings have been completed (4 1/2 innings if the home team is ahead). Otherwise, the game is suspended. Teams will resume play from where the game stopped the next time the teams meet or on a rainout date. This rule will also apply to playoffs.
- (2) **Tied Game:** If a game is tied when time expires, the game may be continued to its completion if the field is available. If the field is not available, the game will end as a tie.
- (3) **Mutual Agreement:** Two teams may agree not to play a rescheduled game or resume a suspended game if that game does not affect the standings.
- (4) **Mercy Rule:** A game may end before seven innings or before two and one-half hours if a team is ahead by 12 runs after the completion of 5 at bats by the trailing team.

- d. **Runs Allowed Per Inning:**

- (1) **First 4 Innings:** A team will not be permitted to score more than 5 runs in each of its offensive innings for the first 4 innings of the game. Upon the scoring of the 5th run, the half inning will conclude immediately, and the opposing team will bat.
- (2) **5th Inning to Conclusion:** There is no limit on the number of runs the offensive team may score, remaining at bat until either 3 outs are recorded or the mercy rule is reached.
- (3) **Playoffs:** The run limit will not apply to any innings during playoff games.

- e. **Rainouts:** Rained out games will be rescheduled as follows:
- (1) In the event of multiple rainouts, the team with the most games rained out will be given priority in rescheduling, with games otherwise rescheduled in the order they occurred.
 - (2) Attempts will be made to reschedule every rainout. However, if an uneven number of games are played, winning percentage will determine the final standings for the purpose of playoff seeding.

2. **Rosters and Eligibility**

a. **Team Rosters**

- (1) Team rosters must be submitted to the League at least 48 hours prior to the start of the season.
- (2) After a team's initial roster is submitted, any additions to that roster must be reported to the League (via phone/text/email) before the added player's first game.

b. **Game Day Rosters**

- (1) The team's roster may include more than 20 players; however, individual game day rosters are limited to 20 active players/team (as required by the League's insurance coverage). Any injured players present during a game may be added in addition to the 20 active players for League playoff eligibility determinations only.
- (2) Game day rosters/lineups must include all players' first and last names and must be presented at the coaches' conference before each game. Managers should retain all game rosters for the season.

- c. **Eligibility:** To be eligible to participate in any League activities, players, managers, and coaches must complete a waiver. All players must also be placed on a team's roster, to participate in games or practices.

- d. **Changing Teams:** During the regular season, a player is permitted to leave one team to join another, if done before the 4th game of the team she is leaving. The player must return any team-owned uniform or equipment before playing for the new team. The new team may charge the transferring player uniform costs. A player may change teams only once during a season and only under the conditions described in these rules.

3. **Substitution Pool:** To help teams that are short-handed and in danger of forfeiting, a Substitution Pool will be used. The following rules apply:

a. **Requests**

- (1) Requests for a substitute player may be made by the team manager or the manager's designee.
- (2) If the request is made to the Pool Administrator, the request must be made at least 24 hours before the game for which the substitute player is needed.
- (3) If there are less than 24 hours to game time, the team manager (or their designee) may reach out directly to the manager or any individual player of the team that is not playing the game for which the substitute player is needed.

- (4) If no substitute player is available for a given game, by mutual agreement the opposing team may provide one of its players to serve as substitute player.

b. Pool Administrator

- (1) Will submit the request for a substitute player to all players for the team that is not scheduled to play the game for which the substitute player is needed.
- (2) Will assign the first player who responds to the first team that made a request.
- (3) Players will continue to be assigned until all requests are filled.
- (4) Assignments will be sent via email to the requesting team, and all team managers will be copied on the assignment email.

c. Use of Substitution Pool

- (1) If a team requesting a substitute player has 9 or more of its own players at the game, the substitute player may not play.
- (2) If an injury or mid-game player departure occurs, causing a team to fall below 9 players, the team may use the substitute player, if that player is still present and available.
- (3) If a team begins a game with less than 9 players but has a 9th player from its team arrive during the game, the team must play its own player and the substitute will be removed.
- (4) The substitute player rule will be in effect for the entire regular season.
- (5) Substitute players will NOT be available for the playoffs.

4. Uniforms

- a. **Uniforms:** Players are to wear their team's uniform during games. The opposing team's manager may waive this requirement.

- (1) A team's uniform shall consist of:
 - i. Matching jerseys, with each player's jersey having a unique number.
 - ii. Matching color hats. Players are not required to wear a hat.
 - iii. Baseball pants. Players on a team are encouraged to wear the same color pants.

b. Helmets

- (1) All batters/base runners must wear a helmet with at least 1 ear flap.
- (2) All base coaches must wear a helmet (with or without ear flaps).

5. Equipment

- a. **Baseballs:** Only baseballs supplied by the League will be permitted. Each team must bring two new balls to each game.

- b. **Bats:** Only "approved bats" may be used in league play. An "approved bat" is:

- (1) a wood bat,
- (2) certified BBCOR .50,
- (3) certified USSSA BPF 1.15, or
- (4) certified USABat.

If any bat cannot be identified as an "approved bat," either through the marked certification or through some other method (such as Internet search), the bat shall be removed from the game by the umpire.

c. **Penalty for use of a non-conforming bat:**

- (1) Any bat that does not conform to the above rule, if discovered before the game begins, must be removed, and may not be used during the game.
- (2) Once the game begins, if a non-conforming bat is discovered before a batter completes their at bat, the non-conforming bat is removed, and the player will complete their at bat with an approved bat.
- (3) If a ball is put into play with a non-conforming bat, the batter will automatically be called out, and all runners who advanced during the play will be returned to the base they occupied prior to the start of the play, however, any additional outs recorded during the play will stand. A team alleging the use of a non-conforming bat must raise their challenge before the first pitch is thrown to the next batter.
- (4) If a team utilizes a non-conforming bat during an at bat, a warning will be issued to that team. If a second non-conforming bat is used by that team, the player using said bat will be ejected.

d. **Pitchers:** A pitcher may wear a batting glove under their mitt, as long as it is not a distraction to the opposing batter. Decisions regarding the interpretation of this rule are to be made by the umpire.

6. Field Maintenance

- a. **Readying Field:** The home team is responsible for readying the playing field before the game and for closing the field at the game's conclusion if such is required under the permit for that field.
- b. Teams are encouraged to be good stewards of the fields and ensure all trash is properly disposed of at the conclusion of the game.

7. Forfeits

- a. **Legal Lineup:** A legal lineup consists of 8-10 players. If a team has less than 8 players at any time during the game, the team will forfeit the game.
- b. **Forfeit:** The score of a forfeit will be 7-0 in favor of the non-forfeiting team.
- c. **Grace Period:** There is a 15-minute grace period from the scheduled start time before a forfeit occurs.
- d. A team that forfeits three games will be removed from the League for the season. Future games scheduled for that team will be recorded as forfeits; prior games will remain recorded as wins or losses. Should a team fold due to excessive forfeits or otherwise, the players from that team may select another team on which to play, subject to mutual agreement of the player and the team on which the player wants to play.

8. Player Substitutions

a. **Offensive Substitutions:**

- (1) A starter may be removed from the batting order at any time and be replaced by a substitute player.
- (2) Re-entry:
 - i. Only a starter can re-enter the game once removed.
 - ii. Substitutes cannot be removed and return to the lineup (except if done under the injured

player rules below).

- iii. The starter may only re-enter the game once.
 - iv. The re-entering starter is subject to the following rules:
 - (a) If the removed starter re-enters the batting order in the same position in the lineup as they previously held, they may re-enter at any time.
 - (b) If the removed starter re-enters the batting order in a different position in the lineup than they previously held, they must have remained out of the lineup for at least two full innings (6 outs recorded by each team).
 - (c) Example:
 - Player A starts the game and bats 3rd.
 - In the 4th inning, Player B substitutes for Player A and takes Player A's spot in the lineup, batting 3rd.
 - In the 6th inning (i.e., 2 innings later) Player A can re-enter the game and replace Player C who is batting 7th (and Player B can remain in the game still batting 3rd).
- (3) Injured Player: If a player is removed from the game due to injury, the following rules apply:
- i. The injured player must be replaced with either:
 - (a) a substitute player who has not yet been inserted in the batting lineup or
 - (b) a removed starter who is eligible to re-enter under the re-entry rules.
 - ii. If there is no player available to re-enter the game under the re-entry rules, the injured player may be replaced by a substitute player who is otherwise in-eligible to re-enter.
 - iii. Any player injured while running the bases, who cannot fulfill their base running duties, may be replaced by a substitute runner. The substitute runner will be the last recorded out. If a substitute runner is used, the injured player must then be removed from the game and another player substituted into her position in the lineup, subject to the re-entry rules above. If a substitute runner is used, the injured player may not return to the batting order during that game. (An exception would be if no other eligible substitute player is available, the player may re-enter the game for another injured player.)

b. Courtesy Runners:

- (1) Courtesy runners are an exception to the offensive substitution rules. That is, inserting a courtesy runner will not be construed as making a substitution.
- (2) A courtesy runner is a player who temporarily enters the game for the specific purpose of running for a batter allowed to have a courtesy runner (after that batter has safely reached base).
- (3) The player who made the last recorded out will serve as a courtesy runner. Exceptions:
 - i. A player who made the last recorded out will not have to serve as a courtesy runner if that player is a pitcher, catcher, or Designated Player (as defined in these rules). If a pitcher/catcher/Designated Player made the last recorded out, the player who made the out before the last recorded out will serve as a courtesy runner (if that player is also a pitcher/catcher/Designated Player, continue to go backwards until a player is available to serve as a courtesy runner).
 - ii. When it is the first inning and there are no outs or when the only outs are by the pitcher/catcher/Designated Player, then the last available player will serve as the courtesy runner. The last available player is a player who is the furthest down the lineup (and who themselves is not a pitcher/catcher/Designated Player) from the batter at the plate.

Examples

Ex 1: Third inning, one out. Pitcher hits a single. Courtesy runner must be the player who made the first out in that inning. If the catcher made the first out in that inning, courtesy runner must be the third out in the previous inning.

Ex. 2: First inning, no outs. Pitcher hits a leadoff single. Last batter (who is not a catcher or Designated Player) must serve as the courtesy runner.

Ex. 3: First inning, no outs. Pitcher hits a single that scores a run. The player who scored (who is not a catcher or Designated Player) must serve as the courtesy runner.

- (4) The following players are eligible for courtesy runners:
 - i. Pitchers and Catchers: Teams may insert a runner for both the pitcher and the catcher, on the condition that if a courtesy runner is used for the pitcher/catcher, that pitcher/catcher must pitch or catch for at least the first batter of the following half inning (if played).
 - ii. Designated Players: For the purpose of this rule, a “Designated Player” means a player in need of a courtesy runner (excluding pitchers and catchers).
 - (a) Each team will be allowed to designate up to 2 players (not including pitchers and catchers) who may use courtesy runners.
 - (b) For a Designated Player to use a courtesy runner, the team manager must notify the opposing manager of any Designated Players in need of courtesy runners before the start of a game. If not so notified before the start of the game, the opposing manager may deny the request.
- (5) Once the game begins, if a team has not used its allotment of 2 Designated Players, a non-designated player who sustains an injury may use a courtesy runner. If a team has used all its allotted Designated Players, a non-designated player who sustains an injury may not use a courtesy runner. Instead, an injured non-designated player must use a pinch runner. By agreement, team managers may waive this rule.
- (6) If a Designated Player opts to run or fails to use their courtesy runner, they lose the use of a courtesy runner for the remainder of the game.
- (7) The offensive team that is replacing the Designated Player with a courtesy runner has 30 seconds to make the runner change. If the Designated Player is not replaced within this time period, the original runner must run, and the right to use the courtesy runner for this Designated Player will be forfeited for the balance of the game. The 30-second time limit will begin at the time the umpire calls for time to allow replacement for the runner.

c. Defensive Substitutions:

- (1) With the exception of the pitcher, there will be free and unlimited defensive substitutions, without reporting to the umpire. Defensive substitutions should be reported to the opposing team.
- (2) Pitching changes should be reported to the umpire and the opposing team.
- (3) A pitcher who is removed from the mound and does not remain in the game as a position player may not re-enter the game as a pitcher. A pitcher may be removed from the mound and remain in the game as a position player and from such position re-take the mound as a pitcher. The replacement pitcher must pitch at least one complete at-bat before the original pitcher may re-take the mound (unless an injury occurs to the substitute pitcher).
- (4) Defensive players are NOT required to play offense, and offensive players are NOT required to play defense.

9. Batting Order, Extra Hitter

a. 10 Batters:

- (1) A team may elect to bat up to 10 batters.
- (2) If a team starts with 10 batters, they must maintain 10 batters throughout the game unless they sustain an injury and have no legal substitutes. If this occurs, a team may reduce its line up to 9 without any penalty.
- (3) By agreement, managers may waive this requirement, allowing a team to bat as many hitters as it chooses.

b. **9 Batters:**

- (1) If a team elects to start the game with 9 batters, they may not add a 10th batter once the game has begun.
- (2) If a team begins the game with 9 batters, they shall maintain 9 batters throughout the game, unless they sustain an injury and have no legal substitutes. If this occurs, the team may reduce its lineup to 8 players without penalty.

c. **8 Batters**

- (1) If a team starts a game with 8 batters, they must add the 9th batter if they arrive at any point during the game.
- (2) Teams playing with 8 batters for any reason must take an automatic out when the unoccupied position in the batting order is reached. Managers, by agreement, may elect to waive this rule.
- (3) Playoff Games: Teams with 8 batters must take an automatic out in the 9th batter's slot.

10. Player Conduct Policy

- a. Players must avoid unnecessary aggressive contact with other players. Any unnecessary aggression, in the umpire's judgment, can result in an out for the batting team or the ejection of the aggressive player.
- b. Fielders may not fake a tag or block the runner from reaching a base, if the fielder is not making a play. This will be called an obstruction by the umpire and may result in the ejection of the defensive player.
- c. The Board will review the circumstances surrounding any player ejections from a game. The player, team manager or coach for both teams involved in the game at issue may submit a written (including email) statement regarding the events, as well as other information regarding the player, the game, or other factors they wish the Board to consider. The Board will review all submissions to determine if any further action should be taken regarding the ejected player. Any sanction imposed by the Board must be by a four-fifth majority vote. Repeated acts of aggressive conduct or egregious acts of violence may be grounds for removal from League play for the remainder of the season.
- d. In addition to these standards, the EWBC has adopted an official Player Code of Conduct (see attached) that is referenced in the waiver that must be signed and returned before a player is eligible to play in a League game.

11. Playoffs/Final Standings

- a. Playoffs will begin as specified in the schedule each year.
- b. Playoffs will be determined by the final regular season standings.
- c. Teams will be ranked in the standings based upon their win-loss record. If all teams do not play the same number of games, teams will be ranked by their respective win/loss percentage. If there is a tie in the regular season standings based upon a team's win/loss record (or win/loss percentage), the following tiebreaker will be implemented in the following order: (1) head-to-head, (2) runs allowed between tied teams, (3) total runs allowed (4) runs scored between the tied teams, (5) total runs scored, (6) coin toss.

12. Tournament Team Eligibility

- a. To be eligible to play for the D.C. Thunder in a given tournament, a player must currently be on the roster of a EWBC team.
- b. In the event D.C Thunder lacks enough rostered players to participate in a tournament, the D.C. Thunder coach may request a waiver from the Board to add other players to the roster.

13. Procedure for Protests

A team's manager or acting manager may protest a game, when they believe that an umpire's decision violated the rules of the League, except protests are not permitted on judgment decisions by the umpire. The procedure for a protest is as follows:

- a. To initiate a protest, a team's manager or acting manager must verbally declare a protest to the umpire in charge and to the opposing manager at the time the play or decision under protest occurs. Umpires and managers must then sign and date the scorebook at the end of the game.
- b. Protests must be filed with the League President within 48 hours after the end of the game in question.
- c. A \$50.00 fee must be given to the opposing team manager, who then forwards it to the League President. The fee is refundable only if the protest is upheld by the League.
- d. Protests will be reviewed and decided by the League President, unless he/she has a conflict of interest, in which case the Board will decide (with any Board members with a conflict of interest recusing themselves), or by an Arbitrator if the Board so decides.

14. General Disclaimer:

The EWBC Board of Directors has the authority to decide, by simple majority vote, all matters regarding the conduct of the League, including, but not limited to, the eligibility of teams or players to enter or remain in the League; disciplinary matters such as suspension or forfeiture of the right to participate in the League, without return of fees or further recourse; interpretation and amendment of these rules and regulations; scheduling and rescheduling of games; and the placement of teams into divisions for competition. Any decisions of the Board will be final and binding, except as the Board may otherwise decide.

← **Continue to next page for Player Code of Conduct** →

EWBC Player Code of Conduct

- I will play within the EWBC Rules and guidelines.
- I will display good sportsmanship and fair play.
- I will be supportive after the games, win or lose.
- I will recognize good effort, teamwork, and sportsmanship.
- I will respect my coach, teammates, the other team, officials, spectators, and league organizers.
- I will not physically or verbally abuse a coach, official, scorekeeper, player, or spectator while participating in or attending any event/game.
- I will not argue with an official's judgment decision.
- I will let the coach dispute calls that involve interpretation of the rules.
- I will respect the decision of the game officials and league organizers.
- I will respect and comply with all rules of the fields on which EWBC games or other activities are conducted and will leave the field in the same condition as I found it.

Misconduct and Penalties

“Misconduct” is a violation of the Code of Conduct occurring during a game or other EWBC activity (such as practice or scrimmage), including tournament team play. If an act of Misconduct occurs during the competition or activity, under normal circumstances, the player will be allowed to complete the competition or activity in which she is participating at the time of the incident. Furthermore, it is principally the responsibility of team manager/coach to ensure that players comply with the Code of Conduct and to address instances of Misconduct with the individual player and her team informally.

If, however, the act of Misconduct flagrantly violates the principles of fair play and sportsmanship embodied in the EWBC Rules and Bylaws, a written complaint of Misconduct can be transmitted to the EWBC President for the consideration of the Board of Directors. The complaint may not be submitted anonymously and must be shared with the player to whom the complaint is directed. The Board will exercise its discretion to investigate any complaint, including but not limited to obtaining the written statement of the player to whom the complaint is directed, and determine an appropriate penalty (if warranted) under the following guidelines:

ACT	MIN.	MAX.
Defiance of Authority (willful refusal to follow a direction given by umpire, field representative or official; excessive obscenity/profanity or other verbal abuse directed to same)	Private verbal reprimand and warning	League removal
Assault (Action that causes a person to reasonably fear for his/her safety)	Private verbal reprimand and warning	League removal
Battery (Illegal touching of another in a threatening manner)	1-3 game suspension	League removal
Inciting Violence (verbally or otherwise encouraging someone to participate in a violent act)	1-3 game suspension	League removal
Willful Damage of Property (intentional destruction of property; participants in such misconduct will be responsible for all damages)	Private verbal reprimand and warning	League removal

Minimum penalties are the smallest that will be given for a specified offense; repeated or more serious offenses result in more severe penalties up to the maximum. "League removal" means that the player is suspended for the duration of the EWBC season and may seek reinstatement in the following season. Suspensions, league removal and reinstatement require at least a 75% majority of the Board voting in favor. All other punishments require a simple majority.

Annual Sportsmanship Award

The EWBC strives to promote good sportsmanship and teamwork through proactive methods. To this end, the EWBC has created the Heather Millar Annual Sportsmanship Award to be given at the conclusion of the EWBC season to the player who best embodies the EWBC spirit of competition and fair play. Each team will nominate one of its players and one opposing player after each game by submitting player(s) names when they provide their games scores. The player receiving the most total nominations will earn the Award. (rev.3/2022)