

2021 TEMPLE SHALOM LEAGUE SOFTBALL RULES

The Temple Shalom Brotherhood Softball League's primary objective is to provide an enjoyable atmosphere for the players and their families to congregate, play softball and promote camaraderie. It's the responsibility of each player in the League to contribute to the realization of this objective. This theme influences every rule adopted by Shalom League.

Shalom League Rules are modeled on the ASA and rules of the city or cities where we play. Shalom League Rules have been altered in order to better promote parity, safety and brotherhood. Players are provided with access to these rules so they will understand and abide by them. Shalom League promotes parity and competitiveness between teams, in part, by maintaining statistical information on the individual players.

Shalom League is comprised of players who enjoy playing softball but who possess varying abilities. Our diverse level of talent is not meant to divide us but rather to unite us in the spirit of teamwork. This is the essence of Shalom League.

I. League

A. Temple Shalom Brotherhood Softball League (Shalom League) is a slow pitch softball league adhering to the rules of the Amateur Softball Association (ASA) except as modified herein.

B. The pitching arc rules dictate a minimum of 6' in height and a maximum of 12' in height.

C. A pitching box will not be marked, but will exist much like a batter's box, extending back and perpendicular to the pitching rubber. Pitchers may release the ball touching the rubber or anywhere behind the rubber, up to 10 feet.

D. Shalom League is primarily a men's-only Softball League. Regardless, any female who has previously held or is currently holding a leadership position in the League (i.e. Designate, captain, sub chair, evaluation committee member, Commissioner and/or Vice-Commissioner) is eligible to play as roster or sub player. All playing Rules apply equally, regardless of gender.

E. All players must be a minimum of 18 years old sometime during the calendar year in which they play.

F. Bunting and metal spikes are prohibited in Shalom League play.

G. Stealing is prohibited in Shalom League play. The pitched ball must be batted before base runners may leave their bases.

H. Only ASA approved bats will be allowed in Shalom League play. Use of an unapproved bat, defined as batting of a ball into the field of play, is an automatic out. If the player uses an unapproved bat a second time in a game, the player will be ejected from the game. The ejection rule will be in effect. To be an approved bat, the bat must have a Shalom League approved sticker affixed to the bat prior to its use in a League game. After notice from the Shalom League, additional stickers may be necessary during the Regular Season and/or the Playoffs.

I. An exception to I.H. above is that all players who are age 60 or older prior to the beginning of the calendar year are eligible to use a Senior Bat. Eligible players will be indicated prior to the Draft and all Senior Bats will be marked with a sticker to indicate its designation as a Senior Bat, so its limited availability will be apparent. If, before the next pitch is thrown, the defensive team appeals the use of a Senior Bat by an ineligible player to the Umpire, and the appeal is upheld, it will result in an automatic out for the batter and each runner must return to that runner's original

position prior to the batted ball. A second such violation in the same game will additionally result in the removal of the most recent violator from the game.

J. All protests must be made by a team Captain to the home plate umpire and to the opposing Captain, with an explanation of the protest. This protest must be electronically communicated, via text or e-mail, to the Commissioner by end of the day of the protested game. The Commissioner will review the protest and will submit it to the three-person panel described in Rule III.P. below to rule on the validity of the protest. During the Playoffs, if a game is protested prior to or during play, and the three-person Committee cannot be convened in a timely manner, the ruling will be made by Commissioner, or in his absence or his participation in the game in question, the Vice Commissioner. A playoff protest must be filed and ruled on immediately or immediately following the completion of the game. In all cases, if a protest is not filed under the stated parameters, a team waives its right to protest.

K. Shalom League will attempt to ensure that all scheduled regular season games and post-season playoff games are completed as scheduled. Some games may be canceled due to weather and/or other causes beyond the League's control.

L. The Commissioner and Vice Commissioner may not be on the same team, even if one or both are merely subs.

M. The League, in the spirit of brotherhood, desires to allow family members to play together. In an effort to meet that desire but balance it so as to promote fairness and to avoid an over complication of the Draft, the League will limit the number of "tied" player groups to no greater than the number of teams in the League. These groups are available on a strict first-come, first-served basis.

N. Shalom League Rules are subject to change. Updated League Rules will be posted on the League's web site. It's the duty of each Captain to timely convey to the team the Rules and any rule changes. In addition, for those circumstances that are outside the narrow scope of these Rules, the League Commissioner is given reasonable latitude in determining the appropriate disciplinary action that is in the best interest of the League, but that decision is expressly subject to change by the Committee described in Rule III.P. below (however, with the Commissioner already conflicted out of the Committee). That Committee will review and either approve, modify or reject the Commissioner's decision before it is issued.

II. Players

A. All players and substitution players in Shalom League are REQUIRED to have a Player Application, including signed Liability Waiver or the equivalent by accepting the Liability Waiver when filling out the Player Application on-line, on file with the League prior to participation.

B. By the conclusion of each game, every player on a team is required to play in the field no less than half (rounded down) of the innings played in a game. For example, in a 9 or 8 inning game, each player must have been in the field a minimum of 4 innings; in a 7 or 6 inning game, each player must have been in the field a minimum of 3 innings. The penalty for failing to abide by this Rule is a forfeit.

C. It is the responsibility of each Captain to place his players on the field for the minimum amount of innings.

D. It is the responsibility of the player to notify his Captain when it appears he won't meet the participation minimum.

E. It is the duty of every player to notify his Captain as soon as possible if a situation arises which will cause him to miss any Shalom League game. Two (2) or more weeks of absences without notifying the Captain will, at the Captain's sole discretion, result in the player being replaced on the roster permanently. After the first unexcused absence the Captain must notify the player and the Commissioner electronically, via text or e-mail. Failure to do so will mean the Captain treated the absence as excused. Any Captain wishing to replace a player for two (2) or more unexcused absences must receive approval from the Commissioner and advise the player electronically, via text or e-mail, and attempt to reach the player via telephone. For excessive excused absences beyond what is listed on the player's application, a Captain may, with the Commissioner's approval, remove a player from the roster permanently.

F. If a player is injured during a game, it is his responsibility to remove himself from the game permanently to avoid further injury. A player's decision to continue playing in a game after an injury is at that player's sole discretion and risk.

G. A player who is removed during a game due to injury or other reason, except an ejection or removal by an Umpire, will not have his subsequent at bats counted as an out in the lineup. However, if a team is reduced to less than eight players for any reason, that team is deemed to have forfeited the game.

H. Shalom League employs a free player substitution rule without penalty.

I. An umpire's authority includes, but is not limited to, the right to eject a player for unsportsmanlike conduct, abusive language, unnecessary roughness, fake tags or any Rule violation.

J. A player ejected or removed from play by a field umpire is subject to the Ejection Policy of the city or cities in which we play. An ejected player must leave the Softball Complex property immediately and is not permitted to return, at the earliest, until the remainder of that day's games AND the next played week's games have been completed. An ejected player's position in the lineup position for the game from which he was ejected will be an automatic out for the remainder of that game. The other games that are mandated to be missed by that player are not subject to this automatic out rule.

K. A committee consisting of the Commissioner, Vice-Commissioner, suspended player's Captain, opposing Captain and Head Umpire will review the incident. The Commissioner will notify the suspended player of the final decision regarding the length of his suspension and any other disciplinary action deemed appropriate under the totality of the circumstances.

III. Games

A. Each At-Bat will begin with a one ball, one strike count.

B. Subject to Rule III.F. below, batters will be allowed one (1) courtesy third strike foul. A second third strike foul is a strikeout.

C. The pitcher for each team has the option to use a League-provided pitching screen. Once any pitcher for a team declares whether or not to utilize a screen, that decision is set for that game for that particular pitcher, regardless of whether that pitcher is removed from the game and then reinserted. Any new pitcher for a team is given a fresh option to utilize the screen. If a screen is used, some part of the base of the screen must be touching the pitching rubber. Once the screen is placed to start the half-inning, that is where the screen must stay for that half-inning. If the screen gets moved during that half-inning, the screen must be placed back in the same position it was at the start of that half-inning. If a batted ball hits the screen, it is considered a foul ball. If

the courtesy foul has already been used by the batter and a batted ball hits the screen, it's considered a strikeout. The defenseless pitcher rule is not enforced if the screen is being used as the pitcher has assumed the risk. Any pitched ball may be fielded by the pitcher at any time. If a pitcher opts not to utilize the screen, the defenseless pitcher rule is in effect and is enforceable. Any ball that is thrown in by the defense that then hits the screen is deemed to be a live ball until the end of the play or when time is called by the umpire.

D. The League will utilize a strike mat. With that said, a pitched ball that hits any portion of home plate is a ball. The mat is to extend approximately 18" in back of each corner of home plate. Any pitch that hits any portion of the mat, provided it doesn't also hit any portion of home plate, will be a strike as long as the pitch is within the minimum/maximum arc of 6" to 12" (see Rule I.B.). A standard "rec" mat will be used with a cutout of the back of home plate.

E. All regular season games will be 60 minutes or seven (7) innings - whichever occurs first. All other Shalom League playoff games (including the Mini's) will be played for a full seven (7) innings.

F. If the game is tied after regulation play (60 minutes or seven (7) innings, whichever occurs first), in all innings following regulation play, batters will approach the plate with a 3 ball, 2 strike, 1 foul count (meaning the batter will receive only one pitch). This rule applies throughout the Regular Season and Playoffs.

G. Ten players can field; all players present must bat. Game time is forfeit time and teams must have a minimum of eight players to play. Playing with less than 10 players is an automatic out in the lineup for each player below 10 in the batting order. In its sole discretion, the designated home team may change its status to "visitor" in order to allow more time for its missing players to arrive in order to avoid a forfeit. Regardless, if that team either reaches the eighth batter in the line up without having an eighth player or, alternatively, must take the field before their eighth player arrives, the game is forfeited by the that team.

H. If a player arrives after the start of a game, but before the first batter has seen the first pitch of his second at-bat, the player can be placed anywhere in the lineup where a player has not yet had an at bat. If a team has 10 or more players and has batted through its lineup, meaning the first batter in the lineup has seen the first pitch of his second at-bat, the team's roster is frozen and no player(s) can be added to the lineup for that game. If a team starts a game with less than 10 players, any late-arriving player must enter the game to bring the roster to 9 or 10 players. The late arriving player can be placed anywhere in the lineup where a player has not yet had an at bat. If all players have batted, the late-arriving player must hit last in the lineup. Regardless, the automatic out, set out in Rule III.G. above, applies for each position in the order that is missed until a player arrives to fill that position.

I. Games start when the field umpires start the clock.

J. Prior to the start of each game, Captains will exchange lineup cards which set out **legibly** the batting order, including the full name of the player and his anticipated primary playing position in the field. In addition, the lineup cards must identify those players in need of a pinch-runner. Failure of a captain to substantially comply with this rule mandates the offending team start each at bat, in which it continues to fail to abide by this rule, with an automatic out but no batter is charged with the out and the leadoff batter each inning still bats for his team. Nevertheless, the Captain of the home team is permitted to submit his lineup card before the start of the bottom of the first inning without incurring any penalty. **The opposing Captain cannot waive the enforcement of this Rule.**

K. Prior to the start of each game, each Captain will supply the home plate umpire with two (2) approved softballs for use in the game. These back-up balls will be randomly circulated into the game as needed and will be returned, when possible, to the team that provided them at the conclusion of the game.

L. Dugout - Home team is on the first base side, save and except for those instances where a team played on that field in the immediate preceding of game - in that case that team will retain the same dugout for that game. This is to avoid disputes when a team takes a dugout based on the position of the sun.

M. A second home plate will be used. The runner will run to the second home plate. The catcher will remain on the regular home plate. If the runner runs to the regular home plate instead of the second home plate, it will be an out. If a runner returns to third base after passing the commitment line (a marking 20 feet from the second home plate), the runner will be called out, and the ball will remain live. If the catcher tags the runner as he is making his way to the second home plate, and after he's passed the commitment line, he will be automatically safe regardless of whether or not he was tagged out.

N. Should a batter or batters wish to be counted as an out (typically done to end an inning prior to time expiring in a game), the Captain merely needs to notify the umpire that the batters are out. When that team sends its next batter to the plate in the next inning, that team continues with its lineup as though no outs were taken and the first batter is the same batter that was coming to the plate when the outs were taken for that team.

O. During the Regular Season, a game will end any time after four innings (or three and a half innings when the home team is ahead) when a team is twenty (20) or more runs behind and has completed its turn at bat; a game will end any time after five innings (or four and a half innings when the home team is ahead) when a team is fifteen (15) or more runs behind and has completed its turn at bat.

P. All official "protests" are to be decided by a three-person Committee in which none of the three have a direct conflict of interest in the outcome of the "protest." The Committee should include, if they have no direct conflict of interest, the Commissioner, Vice-Commissioner, immediate past- Commissioner. Alternatives (in case of a conflict) will be the Rules Committee Chair and then the Sub Captain.

IV. Teams

A. Subject to the number of players in the League, teams will consist of from (11) to (13) drafted players or their approved substitutes.

B. If a team has started a game with 10 players and the first batter in the lineup has seen the first pitch of his second at bat, and subsequently a player must leave during the game for any reason (another commitment, injured, ejected, removed, etc.), any late arriving player is barred from entering the game for the player who has left the game. The team must play with 9 players or less for the duration of the game. In that instance, the automatic out, set out in Rule III.G. above applies.

C. Captains have the sole discretion to determine both the batting lineup and defensive positioning.

D. Only Captains are permitted to contest a call by an umpire. Any player violating this rule may be subject to ejection or removal at the umpire's discretion.

E. Teams may only be named after Major, Minor or Negro League baseball teams, whether that team name is still in use or not. League structure for divisions, if any, will be determined by the Captains prior to the start of the Regular Season.

F. A player who has been permanently replaced on his team's roster due to injury may request to receive a prorated refund of fees. Any refund is to be determined in the sole discretion of the Commissioner.

V. Pinch Running

A. Prior to the start of each game, Captains will exchange lineups which designate injured or "at risk to be injured" players who will require pinch runners.

B. When a pinch runner is needed, the last member of the team to be retired (called out on a play – e.g. – the runner forced out, man thrown out at the bases, etc.) is the pinch runner. If that player is one who himself needs a pinch runner, then it's the player retired before him. If it's prior to any outs in the first inning, the pinch runner is the last runner in the lineup. Due to the numerous pinch runners some teams may need, the pinch runner cannot be the player who is on-deck. In those cases, the pinch-runner will be the next eligible player either not at-bat or on-deck.

C. If the selected eligible pinch runner refuses to run, it results in an automatic out.

D. A player may pinch-run multiple times during the game, including more than once in one inning.

E. Once a player is designated as needing a pinch runner, the player cannot remain on the bases after time is called preceding that or any future at bat. Once a Captain has called time-out to replace an injured runner, the runner must be removed and a pinch runner takes his place at the base in which the runner was replaced. **ONCE A PLAYER CALLS TIME OUT TO BE REMOVED, HE CAN'T CHANGE HIS MIND.**

F. A player who has been pinch-run for will not be required to sit out the next defensive inning. Regardless, the spirit of the pinch running rule is to prevent further injury to the player. The pinch running rule is not to utilized for the purpose of gaining an unfair advantage by substituting for slow or poor base runners.

G. If a player is unable to fulfill the requirements as a batter due to injury, that player must remove himself from the game and is ineligible to return to the game. **In that instance, his at bat will not be an out in the lineup during the Regular Season.** If as a result of this rule, a team is reduced to less than eight players, that team is deemed to have forfeited the game.

H. If the spirit (to protect the health of injured or at risk to be injured players) in which the pinch running rule was adopted is violated, the penalty is the retroactive forfeiting of the game. Violation of the pinch running rule will be at the majority discretion of the Committee set out in Rule III. P. above.

VI. Sub List - REGULAR SEASON

A. To be a substitute player, a player must be rated, must be listed as an active sub and must have a signed Player Application, including signed Liability Waiver, on file with the League prior to participation.

B. If a player will miss six (6) or more consecutive regular season games, he **MUST** be temporarily replaced with a player of equal or lesser rating from Shalom League's approved sub list. This substitution must be made on the first game of the player's absence. Once the absent player does return, the substitute is put back on the sub list. Failure to comply with this rule will

result in a retroactive forfeit for all games in which a team failed to abide by this rule. A rainout counts as “games played” when utilizing this rule. If an absent player, due to unforeseen circumstances, is able to return earlier than anticipated, he may do so and, in effect, act as his own replacement.

C. All subs must be approved in advance by the subcommittee chairman or, in his absence, the Commissioner or Vice Commissioner.

D. Any player who has been ejected from a game and is serving a suspension must be subbed for or used in the average when determining the proper ranking for any sub.

E. Any team that has nine (9) players or less must find a sub to bring their team up to ten (10) players. A Captain must choose subs based on the average ranking of the players missing to bring his team to ten (10) or eleven (11) players. The average rating of a team's subs should be no better than the average rating of its missing players except in the instance where more than 2 players will be missing, you can replace all of them with one player only and round down to the nearest whole number if the average is equal to or less than 0.5 from a whole number (e.g. – if missing a 4, 5 & 7 = 5.33 average, you can get a 5 or higher as the lone sub; if you are missing a 4, 6 & 7 = 5.66, you can only get a 6 or higher as the lone sub; if you are missing a 4,). Further, a team's best-rated sub should not be rated better than one round higher than its best-rated missing player, with the exception to the rule being that you must be missing a player rated as a 1 to get a 1 (e.g. – if you are missing a 3, 6 and a 9, you can sub with a 2 and a 10; but you cannot be missing a 2, 5 and an 8 and get a 1 and a 9), Furthermore, If a team is searching for a single sub, they may acquire a sub with the same or lower ranking as missing player.

Examples:

If you're missing only 1 player, you can sub 0 or 1 player;

If you're missing 2 players, you may sub 0 or 1 player;

If you're missing 3 or more players, you must sub up to 10 players, but can sub up to 11 players.

F. The sub-chairman's team must have any and all subs approved by the League Commissioner or Vice-Commissioner.

G. Ideally, Captains are to contact their sub choices prior to the day of the games. Captains are not encouraged to seek and retain subs out at the fields immediately prior to game time or during a game but this is allowable on an emergency basis. An exception to this rule is, if prior to game time, a team has less than (10) players, new players have just tried out prior to that day's games times and have been officially rated, then a new player may be placed on a team short of players - provided all other applicable sub rule criteria has also been met.

H. In order to promote parity and fairness in Shalom League, if the Sub Rule has been used or ignored unfairly by a Captain to gain an advantage, any such violation will result in the automatic and retroactive forfeiting of all games in which an illegal sub has played or in which a sub should have played but did not.

I. Over the last several seasons, teams who obtain permanent subs have benefited greatly from the process. That's because they are able to cherry pick the best player in any given rating. To avoid that unfair advantage, all permanent subs must be from the pool of players who have played for or against at least 4 captains and been evaluated so they can be thoroughly vetted and ranked appropriately. A team must declare a permanent roster replacement within 4 weeks of a roster spot opening. If a roster spot opens in the last 4 weeks of the Regular Season, no Regular

Season roster replacement is required to be declared, but a roster replacement may be declared at the discretion of that team's Captain.

J. Subs will be reevaluated every month. Captains must report the stats for each sub that subs for them and give a description/assessment of that player's abilities on the League's Slack web site for League Leadership only. Captains who play against that sub should also give a description/assessment of that player's abilities on the League's Slack web site for League Leadership only.

VII. Sub List - PLAYOFFS

A. All Regular Season Sub Rules apply except as specifically overridden below.

B. Prior to a team's first Playoff Game, the Captain must submit an Official 12-man Post Season Roster to the Commissioner and Vice Commissioner. All permanent replacements must be accounted for on this Roster. In the event a roster opening occurs past this submission deadline, that team will have until their next Post Season week to acquire a Post Season Roster replacement. Each playoff team must field a full roster for each game. Subs are to be identified by the Tuesday before the game, submitted to the Commissioner. The Commissioner and Sub Captain will determine the subs available for each ranking. The Commissioner and Sub Captain will then notify each team seeking each ranking, one by one, of the players available of the ranking they are seeking and up to two rankings worse than the player being subbed for. Each captain will then submit his first three choices for each replacement. The Commissioner and Sub Captain will then determine if there is an overlap of subs sought. If so, the team that gets first choice, second choice, etc., will be determined by the draft order of the to-be-subbed for players. For example, if two captains both need a 7 and both choose the same Sub as their top choice, the earlier drafted to-be-subbed for player's team will have first choice. All decisions by the Commissioner and Sub Captain are final and cannot be appealed.

C. Taking into account the real purpose of the Sub Rules - that teams are put back into the position they would have been prior to the need for a Sub, a Panel consisting of the three Commissioner's designates will be charged with receiving from the Captain of a team seeking a Permanent Sub or Playoff Sub the name of the player being subbed for and a list of three appropriately ranked choices from the Sub List. The sub acquired MUST have been drafted 5 spots or more after the missing player they are replacing. This is in effect through round 7 of that season's draft. The three Commissioner's Designates, before the Playoffs begin, will rerank any players on the Sub List and in that year's Draft who they deem to be inappropriately ranked. The reranking is used if that player is a sub, not if that player is missing and needs a sub. The League recognizes that the position of pitcher is unique therefore, at the discretion of the Designates, the Sub List may be expanded to meet the need for a Sub Pitcher by looking to a comparable player drafted slightly higher than the player needing a sub. If a team requests a non-pitcher sub for their missing pitcher, then the regular Playoff Sub rules apply. All decisions of the Designates are final and cannot be appealed.

D. Any team playing without a full roster (including subs) must take an automatic out for each player missing during any Playoff game. If a player is injured during a Playoff game, the team with the injured player may elect to sub for that player with a player who is ranked at least one round lower (but must also be at least 5 picks lower) than the player being subbed for to avoid taking an automatic out.

E. All players on the roster of a team that has been eliminated from the Playoffs are eligible to be a sub **AFTER** their team was eliminated (even if it is the same day as that sub's team was eliminated). Players of teams that have not been eliminated from the Playoffs are ineligible to be a sub in any Playoff game, save and except for the Mini Playoffs.

VIII. Playoff Format

A. The post season playoff format will be determined by the Captains **PRIOR** to that year's draft. All teams will either qualify for the World Series Tournament ("WST") or be relegated to a Mini-Tournament, with a single elimination format, from which a set number of teams will advance to the WST. For each game of the Mini-Tournament, the home team is the team with the best regular season record. The WST will consist of two brackets of an equal number of teams. Each Bracket for the WST will feature a Best of 3 series in order to advance within each Bracket, with the winners going to the Championship Series. The two Bracket winners will play a Best of 3 series to determine the League Champion.

For 2021, with 16 teams in two 8-team Divisions, the top 4 finishers in the Regular Season for each Division are automatically in the WST. The bottom 4 finishers in the Regular Season for each Division will be in the Minis. Both victors from the Minis games in each Division will advance to the WST, making for 6 teams in each Division in the WST. The top 2 finishers in the Regular Season for each Division will have a bye the first round of the WST.

B. In the event that the League Championship games cannot be played to determine League champs (because of poor weather conditions or schedule changes) the team with the best regular season record that is in the League Championship will be League Champion. If both teams have identical regular season records, the seeding tiebreaker rule will determine the League Championship.

C. Seeding for the post season will be based on the regular season won-loss records of the teams. The seeding tiebreaker rule for seeding teams with identical records at season's end is as follows: If two (2) or more teams are tied:

1. Head to head records
2. Division records
3. If a tie is not resolved by 1 or 2, run differential in head to head games will prevail
4. If the tie is not resolved by 1, 2, or 3, then a coin flip will determine seed

IF MORE THAN TWO (2) TEAMS ARE TIED, THIS FORMULA WILL BE USED FIRST TO DETERMINE WHICH TEAM QUALIFIES. THE QUALIFYING TEAM IS THEN REMOVED FROM THE FORMULA. YOU THEN RESET AND RECALCULATE USING THE SAME FORMULA FOR THE TEAMS WHOSE FATE HAS NOT YET BEEN DETERMINED.

D. Home Team: In all Best of 3 series, the home team for Games 1 and 3 (if necessary) is the team with the best regular season record, (i.e., the higher seed). The other team will be the home team for Game 2. In the League Championship Best of 3 series, the team with the best regular season record will be the home team in Games 1 and 3 (if necessary) and the other team will be the home team for Game 2. If the teams have identical seasonal records, the tiebreaker seeding rule will apply.

E. All mini playoff and WST games must be played with a full roster. For each missing player, the WST subbing is one for one. Any player missing or batter not hitting will result in an automatic out each time through the lineup in Playoff games.

F. During the Playoffs, a game will end any time after three innings (or two and a half innings when the home team is ahead) when a team is twenty (20) or more runs behind and has completed its turn at bat; a game will end any time after four innings (or three and a half innings when the home team is ahead) when a team is fifteen (15) or more runs behind and has completed its turn at bat; a game will end any time after five innings (or four and a half innings when the home team is ahead) when a team is ten (10) or more runs behind and has completed its turn at bat

G. In the Commissioner's sole discretion, the format is subject to change should inclement weather force a shortening or modification of the season.

IX. All Star Game

Players are honored for their play during the regular season by election to the annual All-Star game. Historically Captains shall meet and vote 15 players per Division. Captains will strive to have at least one representative from each team. Giving the growth of the league the format for selecting and matching up teams may be modified. Additionally the Veterans Game and HR contest will be formatted annually.