



Simi Valley Baseball League

Local League Rules

Board Approved February 5, 2025

1. Introduction

1.1. Simi Valley Baseball League (SVBL) is a member of the Babe Ruth and Cal Ripken League. SVBL provides a full range of baseball experience for children ages 4 through 18 years of age.

1.2 The League is divided into nine separate divisions based upon the age and talent level of the players. The playing age is the child's age as of April 30, 2020.

Division Ages (These are Target Age Groups and exceptions may be made)

Cal Ripken Divisions:

- T-Ball/Coach Pitch: 4–6-year-olds
- Rookie: 6–7-year-olds
- Farm: 7–8-year-olds
- Minors: 9–10-year-olds
- Majors: 11–12-year-olds

Babe Ruth Divisions:

- High School Prep: 13–16-year-olds
- Senior: 13–15-year-olds
- Pro Division: 16–18-year-olds

2. Rules Governance

2.1. In addition to these local rules, each division has a set of division specific rules, the basis of which is governed by the SVBL Bylaws, the Official Major League Baseball Rule Book, and Babe Ruth/Cal Ripken League Rules.

2.2. Each manager, coach and player are required to abide by these rules and the rules of their division. The Executive Committee with a majority vote of the Board may

implement rules in the name of safety or fair play at any time. An appointed Rules Committee composed of selected Board Members will make an annual review of these local rules.

3. Team Composition

3.1. All prospective Managers and coaches will complete the manager/coach application. The Board appointed selection committee shall interview manager candidates. The Commissioner will present all committee member approved candidates to the Board of Directors for a vote for approval. Manager selections shall be governed by the needs of each division. Overall coaching experience, player retention, Babe Ruth League certification, approved background check, parental/guardian relationship with player, and the overall needs of the Simi Valley Baseball League will be factors for selection of team managers.

3.2. Each team, with a manager, is allowed one (1) manager option (manager's child or guardian). Each team will get one (1) coach/priority option, for a designated assistant coach for the upcoming season, **to be designated prior to tryouts.**

3.3. Each team may not exceed (12) players for Farm, Rookie, Minor, Major, Senior and Babe Ruth HSP. Minimum players on each team shall be in accordance with Babe Ruth/Cal Ripken Rules. ****Beginning Spring 2015, Tee-Ball and Coach Pitch Divisions may not exceed TEN (10) players per team.***

3.4. The team Manager must report the loss of a player to the Commissioner within 24 hours. After the Commissioner verifies this player loss, he/she will present to the manager the names of any player waiting for assignment. If no waiting list exists and the loss of the players drops his/her roster below 9 players, the manager must select a replacement player from a lower division prior to each remaining game.

4. The Draft

Draft Procedures/Farm, Minor, Major and Senior Division

NO CELL PHONES ARE TO BE USED BY MANAGERS/COACHES DURING THE DRAFT AND SHALL REMAIN "SILENCED OR OFF" UNTIL THE CONCLUSION OF THE DRAFT.

Draft Committee includes the following: Division Commissioner, Baseball Ops, E-Board Member, Risk Management, **Player Development**, Registration Coordinator and

Webmaster. All others not on the committee, except for the Managers and Coaches, will be asked to leave the draft room so the draft may proceed in a timely and orderly fashion.

4.1. Each team will get one Managers Option (M/O) and one Priority Pick (C/O) and any Sibling Option (S/O) if applicable. Option players will follow the Option Player guidelines set for in section 3.2 of the Local Rules. Parents will be allowed to block 1 manager of their choice in the division their player will be playing. Reason for said block should be stated and will be reviewed by the executive committee to determine if it is a valid block of said manager. If a Manager has been blocked multiple times by players, said Manager will be notified of such blocks prior to the draft.

4.2. The draft order will be determined the night of the draft by hat draw

4.3. The draft selection will “snake” from the first team to pick to last team to pick in each round and alternate in subsequent rounds from last team to pick in the previous round picking first to team picking first in the previous round, etc. UNLESS the division has 3 teams in which case, the draft order will be 1,2,3,2,3,1,3,1,2 and again

4.4. Prior to the draft, the managers and coaches shall determine which round each M/O, C/O and S/O will be picked.

4.5. Farm Division - All eligible 8-year old's that have not been drafted by the start of the 9th round must be drafted until all 8-year old's have been drafted. Therefore, any 8-year old's remaining after the 8th round must be picked beginning with the 1 pick of the 9 round and continuing with all subsequent picks until all 8-year old's have been drafted.

4.6. Minor Division – All eligible 10-year old's that have not been drafted by the start of the 9th round must be drafted until all 10-year old's have been drafted. Therefore, any 10-year-old remaining after the 8th round must be picked beginning with the 1st pick of the 9th round and continuing with all subsequent picks until all 10-year old's have been drafted.

4.7. Major Division – All eligible 12-year-olds that have not been drafted by the start of the 9th round must be drafted until all eligible 12-year old's have been drafted.

Therefore, any eligible 12-year-olds remaining after the 8th round must be picked

beginning with the 1st pick of the 9th round and continuing with all subsequent picks until all eligible 12-year olds have been drafted.

4.8. Players that do not participate in tryouts shall be selected at the conclusion of the final round of the draft. A “hat drawing,” by draft order, shall be used.

4.8.1. Managers have the option, providing they all agree, to place “hat pick” players into the pool of eligible draft picks.

4.9. Teams will be allowed a maximum of two (2) minutes to make a draft selection.

4.10. The Commissioner will approve all trades. Player trades will also be allowed at the conclusion of the draft, for a 60-minute period. The Commissioner must finalize all trades, prior to the end of this 60-minute period.

4.10.1. At the end of the draft, the managers will review their rosters that have been drafted onto the spreadsheet controlled by the registrar. If the commissioner and all managers verify and agree the rosters are correct then managers are free to leave the draft understanding that rosters will be electronically sent the next day.

4.11. Farm Division only - Any 6-year-olds looking to play Farm **MUST** tryout!

Any 6-year-olds not selected to the Farm will play in the Rookie Division.

4.12. ALL 7, 8, 9-, 10-, 11-, and 12-year-olds **MUST TRYOUT!** It is recommended that Manager and Coach picks also try out. In the event that an approved manager does not get a team, if their picks have not tried out, they will be placed as a hat pick.

4.13. Every consideration will be taken in attempt to draft all but the most inexperienced players registered for their respective Division, but factors including but not limited to safety and fundamental development may preclude some players making the Draft for their respective division. In that case, those players not drafted to their respective Division will play in the next best Division (and a refund of the difference will be issued). The Commissioner will inform the parents within 48 hours of the draft. As always, for players requiring special consideration, the E-board in concert with Baseball Operation and Player/Coach Development will make that determination.

4.14. Coaches will rate the coach pick players based on what round they will be drafted. On draft night, the managers come to an agreement on their coach's picks on what round they would have been and then we draft the rounds their coach's picks are not in.

4.14.1. M/O and P/O and S/O will be rated whether they tryout or not

Draft Procedures HSP Division

NO CELL PHONES ARE TO BE USED BY MANAGERS/COACHES DURING THE DRAFT AND SHALL REMAIN "SILENCED OR OFF" UNTIL THE CONCLUSION OF THE DRAFT

Draft Committee includes the following: Division Commissioner, Baseball Ops, E-Board Member, Risk Management, Registration Coordinator, **Player Development** and Webmaster. All others not on the committee, with the exception of the Managers and Coaches, will be asked to leave the draft room so the draft may proceed in a timely and orderly fashion.

4.15. Managers must declare their Manager Option and Priority Pick prior to the tryouts. The only exception is an emergency manager, i.e., last minute to the division that is new to that division and not familiar with the players. That new manager will need to declare a day before the draft their Manager Option and Priority Pick to the Commissioner and other managers within that division.

Option Picks:

4.16. Prior to the draft, the managers and coaches shall determine which round each M/O, C/O and S/O will be picked.

4.17. Any player designated as an Option Pick cannot be drafted up into a higher division. Such designated player is to remain in the division in which they are drafted as an Option Pick.

Trading Players:

4.18. Trades between teams are allowed. The Commissioner will approve all trades.

4.19. Manager's names will be placed in a hat and will be drawn by a non-biased person. The first manager whose name is picked, will be the first manager to be drawn from the players hat picks. If a manager is blocked by a player at the time of the hat pick, then that player's name will be put into the hat again and that manager will continue to draw until a suitable player not blocking that specific manager is drafted on the team.

Local Rules Additions Dealing with Draft Issues:

4.20. **12-year-olds:** The Major Division will draft all twelve-year-old into the division.

4.21. A draft committee shall oversee each divisional draft to ensure the enforcement of the "spirit" of rules and that the overall benefit of the children participating in the SVBL is guaranteed. This draft committee shall prohibit the exploitation of any "loopholes" in the rules **or** of rules written poorly, leading to possible ambiguity. Upon discovery, the committee has the ability to modify

the rule(s) to reflect its original intent. This draft committee will also determine the application of Rule #2 above (12-year-olds). This committee shall be made up of; Baseball Operations, Commissioner, Player Development, and At-Large E-Board member. (Not including the President)

4.22. Roster Maximums: The following roster maximums shall be observed for the Spring Baseball Season. A draft maximum will ideally be observed in order to leave open roster spots for late sign- ups.

Draft Maximum (ideally) Season Roster Maximum:

- High School Prep: 11 players 12 players
- Senior Division: 11 players 12 players
- Major Division: 11 players 12 players
- Minor Division: 11 players 12 players
- Farm Division: 11 players 12 players
- Rookie Division: 11 players 12 players
- Coach-Pitch Div.: 9 players 10 players
- Tee Ball Div.: 9 players 10 players

4.23. Trades: The trading period shall end 60 minutes AFTER the conclusion of a division's draft. Player movement after this trade period shall only be initiated by the Commissioner and MUST be for the wellbeing of the child. Managers have until the end of their respective draft night to fill any open roster spots. It then becomes the responsibility of the Commissioner to fill the spot in time for the next Divisions draft.

4.24. Baseball Operations, Commissioner and Player Development will rate high school returners with the help from the high school coaches and place them by the top player going to the worst team and then so on according to the standings.

4.25. Managers selected after the tryouts may solicit the help of that division's player agent.

5. Game Preliminaries

5.1. Completed line-up cards **must** be submitted prior to the start of each game. Copies of the line-up card go to the plate umpire, the Official Scorekeeper, and the opposing manager.

5.2. Line-up cards must have the **complete name of the player and number**. The starting pitcher to be used in the game shall be noted. Teams may start and play the

game with eight (8) players. Once a team has less than 8 players, the umpire shall declare the game forfeit by the team with less than 8 players unless a manager can find enough players to avoid a forfeit within 30 minutes from the start of the game. If there are not enough players after the allotted 30 minutes then the game will be declared a forfeit and the game can continue as an exhibition.

5.3. The Umpires, Official Scorekeeper, and opposing manager are not to accept incomplete line-up cards.

5.4. For Babe Ruth Only: All defensive substitutions shall be declared to the plate umpire to ensure that required playing time, for each player has been recorded. The plate umpire will report the substitution to the official scorekeeper to record the defensive replacement.

5.5. In the event that a manager is late to the game, one of his/her coaches is to fill out the lineup card. Once it is submitted to the plate umpire, it becomes the official line-up

5.6. No cell phone use on the fields.

6. Score keeping

6.1. The home team will be responsible for the official league score book- via GameChanger. The official scorekeeper keeps the league score for all divisions except T Ball and Coach Pitch. The manager of the home team is responsible for having an official score kept even if this means asking a visiting scorekeeper to help by becoming the official scorekeeper.

6.1.2. If for some reason GameChanger will not run due to disruption of power, WiFi outages, etc. then a traditional score book must be used

6.1. All Scorekeepers MUST keep track of the pitch count. The Home Scorekeeper records the OFFICIAL pitch count and will be used as Pitch Count of Record if there are any discrepancies. A card will be used to record final pitch counts and scores as entered into GameChanger.

6.2. Final pitch count and score card must be signed by each manager after the end of each game.

6.3. The Official Scorekeeper from each team must be in close proximity to the plate umpire.

6.4. The winning team managers will report the game score to their Commissioner following each game. Standings will be recorded and posted at the Snack Shack and the SVBL web site. The webmaster will need to pull the scores from GameChanger to post on the website.

7. Game Participation

7.1. Each team is allowed one (1) Manager and three (3) Coaches in the dugout.

7.2. Players can base coach in Minors and above only if wearing a helmet.

7.2.1. Base Coaches must stay in the coaching box. A warning for an infraction will take place followed by an ejection.

7.3. At the request of a parent or manager, a player may be “benched” for disciplinary reasons pending approval by the Commissioner.

7.3.1. The umpire and opposing manager must be notified prior to the start of the game as to the status of any “benched” player. This must also be reflected on the lineup card and in the official book.

7.3.2. A letter of discipline signed by the manager and the player’s parent(s) must be filed with the Commissioner.

7.3.3. Abuse of this rule by managers and coaches may result in disciplinary action by the Executive Committee.

7.4. Home team will be responsible for pregame set up and field maintenance. The visiting team will be responsible for breaking down and field maintenance after the game. Set up, break down and maintenance includes batter’s box and mound repair, the dragging, raking, and watering of infield dirt including baselines as well as trash removal before and after the game. The home team will be on the 3rd base side, except during “double headers.”

7.5. After each game, the trash cans must be emptied if full and relined, if necessary, by both teams.

7.6. If time permits, both teams may conduct a pre-game warm-up on the infield. The visiting team will take pre-game warm up first. Once the fields are lined, no team will take infield practice before the game.

7.7. Both teams are responsible for clean-up of their dugouts and the stands after every game.

7.8. Following the final game of each day, both teams will put the bases and all equipment in the supply bin, do the final field closure, and be sure that the equipment bin is locked.

8. Regulation Games

8.1. No game, where score is kept, will be considered complete if finished in a tie score. The game will be finished at the next scheduled meeting of the two teams, or as arranged by the Commissioner.

8.2. All games that are tied at the end of regulation innings will continue if the regulation time has not expired. Tie games on weekdays will be allowed to continue for an additional 30 minutes, as daylight allows, with NO NEW inning

starting after the 30-minute time. Once the inning starts it must be completed. The same rule applies to the last game on Saturdays, as needed.

8.3. No game will be considered complete if it has been called for any reason, except a forfeit due to loss of players, prior to the completion of a regulation game. The game will be considered suspended, and will be finished from the point it was halted, when the next scheduled meeting of the two teams occurs, or as scheduled by the Commissioner. The continuation game must be completed before the scheduled regular game is started.

8.4. All games shall be played as scheduled by the Commissioner of each division. Failure to field a team for rescheduled or suspended games will be cause for game to be forfeit by the team not able to start the game. The Commissioner will present recommendations to the Board for a decision.

8.5.1. A regulation game in the Cal Ripken Division is 4 innings (3 1/2 if the home team is ahead)

8.5.2. A regulation game in the Babe Ruth Division is 5 innings (4 1/2 if the home team is ahead).

8.6. Each division has their own established time limits. Please see division specific rules.

8.7. The umpire will keep the official time. The official scorekeeper must record the official starting time in the score book. The official start time **SHALL BE** when the players are in their defensive positions, the first batter is in the box, and the plate umpire says, "Play ball." (Per the MLB rule book).

8.8. If the minimum number of players are not present at the start of regulation time, there is no forfeit and no pulling kids up from a lower division. The team in need of players will pull from the opponent team to make a 9th player in the outfield. They will not bat in the opposing teams batting order giving the rest of the team more reps at the plate. For all divisions except T-Ball and Coach Pitch, if the game is delayed for this purpose the game time is the official start time. If it is known in advance of game day the minimum number of players is not going to be available, a team may pull up a player from the division below. A player is allowed to be pulled up TWICE per season, ONCE per Manager. Substitute players that are pulled up from the division below are only allowed to play the outfield, they cannot pitch and must bat last in the batting lineup.

8.9. Once an inning has started, prior to the expiration of regulation time, it must be completed. The next inning is started immediately after the third out of the previous inning.

8.10. If at any time the home plate umpire deems that it is too dark to play or the weather or other factors make the playing conditions unsafe, the game will be halted and will be considered suspended unless it qualifies as a regulation game.

8.10.1. If the game is called in the middle of an inning, and the game was considered regulation (as outlined in section 8.5.1 & 2) in the previous inning, the

score will revert to said previous inning and will be considered complete. Otherwise, the game will be suspended.

8.11. There will be no case in which any game will be allowed to continue past dark (this will be up to the umpire's discretion), as established by the time printed in the league-designated guide.

8.12. If a game is ruled suspended, any player that has not played his/her required innings must be in the starting lineup for the continuation game. The player must remain in the game until his/her minimum innings for the game have been fulfilled.

8.13. A player not present for a suspended game is eligible to play as a substitute in the continuation of that game under Babe Ruth Rules of Baseball 4.12(c)

8.14. The Ten (10) Run Rule will be in effect in all divisions except T-ball, Coach Pitch and Rookie. After three and one-half (3 1/2) innings if the home team is ahead, or after 4 innings if the visiting team is ahead and is leading the other team by ten (10) or more runs, the game will be considered a complete game. The 10-run rule applies in the senior division after four and one-half (4 1/2) innings if the home team is ahead, or after

5 innings if the visiting team is ahead. *****MINOR DIVISION REFER TO MINOR DIVISION RULES

8.15. There will be (1) one offensive timeout allowed for the coaching staff of each team per inning. Defensive timeouts are defined in the Official Rule Book.

9. Equipment

9.1. During **all games and practices** male players must wear a "hard cup." Female players must wear a soft cup. All players shall wear shoes with cleats. Plastic or rubber cleats SHALL be worn in all the Cal Ripken divisions. The Babe Ruth divisions shall be allowed to wear metal, rubber, or plastic cleats.

9.2. During all games, any individual warming up a pitcher in the bullpen must always wear a catcher's mask.

10. Playoffs

10.1. There are no playoffs in T-ball/Coach Pitch and Rookie.

10.2. All other Cal Ripken and Babe Ruth Divisions will follow the SVBL Board approved playoff format.

10.3. Before each season, the Board shall vote whether we play one championship game between the first and second half winners OR via a "single" or "double" elimination playoff.

10.4. If a playoff game is tied after regulation innings and the time limit has expired, the playoff game goes directly into a California tiebreaker.

10.5. Playoff seeding in each division SHALL be set based on the final regular season

standings unless the board votes to have one championship game at which time **the regular season will be divided into halves.**

10.6. Teams with identical regular records; the higher seed will be determined by:

1. Head-to-Head
2. Run Differential
3. Least runs allowed
4. Most runs scored
5. A coin flip

10.7. The higher seed in each playoff and championship game will be awarded "home team," **except** in such a case where the higher seed team is in the loser bracket and faces a lower seeded team with no losses. In the event of a second championship game, the home team for the second game shall be determined by a coin toss.

10.8. In a Championship Game only format, the home team is determined as follows:

1. Best overall season record
2. Head-to-Head
3. Run Differential
4. Least runs allowed
5. Most runs scored
6. Coin Flip

10.9. Local Pitching Rules will apply during playoffs.

11. All Star Team Formation Guidelines

11.1. All players will be eligible to play for an All-Star Team only if that player was registered on or before the start of the season, exceptions must be voted on by Board of Directors.

11.2. All the Managers of the correct age division will get together with the All-star Manager and collectively vote in the top 8 players. The All Star/Tournament director will be at the meeting with each age division and Managers from spring as will the President and or Baseball Ops to make sure it is all handled correctly.

11.3 .The All-Star Managers will take the top 8 chosen or voted in by the coaches and then the All-Star Manager will choose the rest of the team.

11.4 . 2 players from one age group below will be allowed on the team. If any player drops, the All- Star Team Manager will select a replacement player. The Board of Directors will vote to approve the final All Star Rosters.

11.5 For age groups 13u, 14u, 15u and 16u- All the HSP division managers will get together and choose the top 8 players per age group. The All-Star Manager will choose the rest of the team. No Cal-Ripken age players will be allowed to participate with these age groups.

12. Fielding:

12.1. All divisions with the exception of High School Prep are required to use free substitution and bat all players that are present at the game. In the HSP division, if free substitution is not being used then all players shall play a minimum of (6) six consecutive outs defensively and bat at least once. Failure of any player to get his/her minimum defensive **or** offensive playing time in a game shall require that player to start the next game. The player shall be placed in that game until the required innings and at bats are accomplished for the previous game **and** the current game.

12.2. All substitutions must be made before the first pitch of the **3rd inning**. For teams using free substitutions the defensive players must play at least 2 innings whether they are consecutive or not and must be put on defense before the first pitch of the 3rd inning.

12.3. Any player not able to take his turn at bat will be declared out the first time only. **This is to be enforced by the umpire and not at the discretion of the opposing manager.** The batting line up will compress after the out has been taken for any team using free substitutions. The player missing their turn at bat cannot return for the balance of the game. If the game is suspended, they are not eligible to play in the continuation game.

12.4. In the Babe Ruth HSP and Pro Divisions an EH (extra hitter) will be allowed as an offensive option. Using a EH will give the batting order a total of ten (10) batters. The player starting at EH will always bat in the same spot in the batting order and will have to play 6 consecutive outs on defense. The EH must be in the field before the first pitch of the 4th inning. The EH must bat at least once before being replaced.

12.5. In the, Babe Ruth HSP and Pro Divisions, each manager has the option to bat all players and have free substitution. This option must be declared at the time of the pre- game conference with the plate umpire and documented as such on the official line-up card.

12.6. For all Babe Ruth and Cal Ripken Divisions, a pitcher removed from a game as a pitcher shall not return as a pitcher in the same game.

13. Manager Responsibilities

13.1. Each manager must hold at least one meeting with the parents of all team members immediately following the draft. It is recommended that the Commissioner be in attendance. The meeting should take place prior to the

start of any scheduled practices.

13.2. Managers are responsible for the conduct of their players and parents during games, practices, and any baseball sanctioned function.

13.3. The League Code of Conduct shall be observed at all times. Negative comments or criticism of players, opponents or umpires will not be tolerated. The plate umpire will forward a report of such behavior to the Commissioner and the UIC. Depending upon the circumstance, the Commissioner and the UIC will settle the matter directly with the person responsible for the infraction or take the matter to the Board. Disciplinary action may follow.

13.4. If an individual is ejected from a game, he/she must leave the field and the complex immediately (players and minors that are ejected without their parents present are excluded). The ejected person will also be banned from the next scheduled game unless they appeal the ejection within one hour after the end of the game. The individual has the right to an appeal and must notify the Commissioner of the appeal. If an appeal is made the individual may enter their next game until a decision is made from the Committee with the appeal process. If the Committee overturns the appeal, then the individual may enter the next game. If the Committee does not overturn the ruling, then the individual will be banned from the following two games as a consequence of creating the appeal. A second ejection of the same person shall be governed as above with the exception that he/she will be banned for (2) two games. Managers or coaches who are ejected twice will be requested to appear before the Disciplinary Committee. The Disciplinary Committee has the right to impose greater sanctions, including dismissal from the team position, or banishment from the league.

13.5. Managers are responsible to communicate concerns and/or ideas from parents, players, or members to their Commissioner for submittal to the Board.

13.6. Managers, with the assistance of the Team Parent, are responsible for distributing information from the league to the players and parents. Information includes game schedules, schedule of events, parent, and team requirements etc.

13.7. Team Parents, along with the managers, are responsible for collecting revenue for team requirements. Examples of this are Dodger night, team sponsors, and prepaid pancake breakfast tickets.

14. Manager Requirements

14.1. Managers are required to get coach certification, background check, LIVE SCAN, attend, (or be represented at) the annual Manager's meeting and Coach's clinics. In addition, they are to attend any other meeting called

for them by their Commissioner or the Board. Field usage and field assignments for practices will be based on attendance and participation at required meetings. **No Manager or a member of the Coaching staff may be on the field or participate in a game if they have not met the Babe Ruth Certification or Background check requirements**, including LIVE SCAN.

14.1. Managers are responsible that every person on his/her team is properly registered with the league. They also must have in their possession a signed "Consent for Treatment" form given by the League Secretary, to practice or participate in any team activity. The league does not insure persons not properly registered, therefore, you as the Manager could be personally held liable for any injury sustained by a non- registered participant.

14.2. Managers are responsible for the proper supervision of all team members during all team activities.

14.3. Managers are responsible for players that are not retrieved promptly at the end of practices and/or games. You are required to remain until the player's parent arrives. It is recommended that at least two adults remain at any game, or practice until all players are picked up. This will help avoid any questions regarding questionable conduct.

14.4. Managers are required to hold at least one (1) practice per week for a minimum of one (1) hour. Failure to do so may result in removal as a manager.

These rules apply during Spring and Fall season and may not be changed by any manager, coach, or umpire without the consent of the SVBL Board of Directors. Recommendations for rule changes should be forwarded to your Commissioner. The Local Rules Committee and/or the Board of Directors reserves the right to make changes to these rules during the season should it is deemed necessary.

