

2024 CAPE CODGER DIVISION 1 SPECIFIC RULES

In addition to the Codger League-wide playing rules, and in the interest of the player safety and team parity goals upon which the Codger Division One is based, the following Division One Specific Rules are adopted for the 2024 playing season.

- 1. The minimum number of players a team must field for a game to be considered “official” is nine. An “unofficial” game may be played with fewer than nine players on either or both teams. The maximum number of players allowed on the field per team is twelve. No player on a team’s roster will sit out playing defense a second inning of a game until all players on that team’s roster have sat out an inning. This rule does not apply to a team’s pitcher.**
- 2. Upon mutual agreement, coaches can “loan” players from their team to an opposing team prior to the start of each regular season game to bring each team to an equal number of fielders and batters. Loaned players may play in any position that is mutually agreeable between the coaches.**
- 3. Pool players from the D1 teams which are not scheduled for a game that day may be employed to reach the minimum player number. Pool players may be employed to play for either or both participating teams up to the maximum number of players allowed to be fielded for any game; i.e., twelve per team, as long as both teams can field the same number of players. In the case where both teams can field eleven roster players for a game, no pool players will be provided. Pool players may play and bat in any line up position. No pool players will be allowed during the D1 Playoffs.**
- 4. A “pool player coordinator” will be designated each season. The coordinator shall not also be a team coach. When a team needs one or more pool players to reach a maximum compliment of 12 members for a game, the coach will notify the coordinator. The coordinator will send an email request for volunteers to the members of the D1 teams not playing that night. To the greatest extent practicable, the coordinator will match the pool player to the roster player being replaced based on their relative playing abilities. D1 “Pool Player Only” status players will be given priority in this selection process as long as the relative playing abilities can be matched. The Pool Player Coordinator will provide the name(s) of the pool players being selected for both teams to both coaches of the game being played that day.**

Only the D1 Pool Player Coordinator is allowed to obtain and assign pool players. No coach or team player may solicit or obtain a pool player on their own volition. Violation of this rule by a coach or team player shall result in a warning in the first incident, and by a one game suspension for such person in

each incidence thereafter. The pool player so obtained shall not be allowed to play in the game for which they were improperly solicited.

5. Pinch Runners: A Pinch (or substitute) runner may be used for the batter or a base runner. The spirit of allowing pinch runners is to limit their use to only those cases where a batter is incapable of running for themselves, and shall not be used to create a competitive advantage by running solely for slower runners. Except for the occurrence of an in-game injury, Coaches must identify the player or players for whom they intend to provide a pinch runner to the opposing Coach and the game umpire before the start of a game.

The pinch runner shall be the player who made the last out preceding the at-bat of the player being replaced. To equalize play, the courtesy runner's starting position will be set by the umpire at point approximately two feet behind an imaginary line extending along the third base foul line through home plate.

6. D1 codger pitching rules:

A. The point of release for pitched balls may be at any point between 45 and 50 feet from the front of the home plate strike board, and within a 3-foot-wide area in line with home plate and second base.

B. Pitching screen:

Use of a league approve pitching screen is mandatory in the Cape Codger League for both league games, pick-up games, and batting or team practices.

The pitching screen will be placed no more than thirteen feet in front of the pitching rubber, with neither side placed more than two feet to the left or right of the pitching rubber.

The pitcher must either (1) pitch from behind the screen (including over the screen) or (2) step behind the screen after pitching the ball, and in either case must remain behind the screen until the batter strikes the ball or a ball or strike call is made by the umpire.

If the pitcher fails to be behind the screen after throwing a pitch (until the batter strikes the ball or a ball or strike call is made by the umpire), a dead ball is called and a warning is issued.

If the same team's pitcher fails to step behind the screen after throwing a pitch a second time in the game, the batter shall be awarded first base, with any on-base runner in a force position moving up one base.

if the same team's pitcher fails to have stepped behind the pitching screen

on any subsequent pitch during the game, the batter shall be awarded second base, with any on-base runner in a force position moving up two bases

The pitcher may become a fielder for any batted ball, if the ball can be safely fielded after the pitcher has moved behind the screen until the batter has hit the ball.

7. Force plays at second and third base:

Base runners are expected to run hard on force plays, however runners must “peel or veer off” on force plays at second or third base if the fielder is attempting a force out.

If the base runner “peels or veers off” and the fielder did not complete the force out (ex. The fielder drops the ball, does not step on second base, etc.), or, if in the umpire’s judgement the runner would have beaten the throw to second base had they not veered off to avoid a collision, a safe call shall be made.

If, in the opinion of the umpire, the runner should have veered, but did not, and runs into or otherwise interferes with the defensive player, the runner shall be called out.

8. A runner in D1 shall be allowed to safely overrun second or third base, as long as said runner does not make any attempt to head to the next base. The runner who does overrun the base must return and retouch that base before then attempting to proceed to the following base on any play.

9. No infield fly rule will be called during D1 games. All infield fly balls are fully in play. On-base runners may advance at their own risk.

10. In keeping with the spirit of D1 camaraderie, only the coaches may discuss calls with the umpires. Upon discussion, the umpires ruling may or may not be modified. All other team members must refrain from disputing calls.

11. Coaches will provide all their team members with copies of these D1 rules at the start of the season, and shall brief the umpire(s) on these D1 “ground” rules” prior to the start of each game.