

2026 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. However, 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 a 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 baserunners 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 H. above is that all players who are age 60 or older 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 electronically communicated, via text or e-mail, to the Commissioner by the 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 IV.Q. 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 the 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 Commissioner may never run a team, neither full time nor on a temporary basis.
- N. The League, in the spirit of brotherhood, desires to allow family members to play together. To meet that desire but balance it to promote fairness and 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.
- O. No more than three players may be tied together.
- P. 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 IV.Q. 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. To promote parity and to respect that all players pay the same amount of money to play, the expectation is that all players will play a minimum of half of the innings in a game, rounded down. Exceptions to this expectation include instances in which a game ends early, either due to run rule or weather concerns, or in a situation where a player is injured during the game and must leave early. If an opposing captain believes the spirit of this rule has been violated, they may protest the game. If league leadership believes this rule has not been respected, they may investigate the matter and may overturn the outcome of a game in which a violation has occurred.
- C. All players must have their last name on their jersey except one lifetime exemption granted

by the commissioner each year. Except for the Fall season where nicknames may be used, but only in good taste as reviewed by each captain and commissioner where necessary as the final decision maker.

- D. It is the responsibility of each Captain to place his players on the field for the minimum amount of innings.
- E. It is the responsibility of the player to notify his Captain when it appears he won't meet the participation minimum.
- F. 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.
- G. 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.
- H. Players who are injured while playing are encouraged to come out of the game in order to prevent further injury. Should the player's absence reduce the team below the requisite minimum player count, and/or cause the team's subbing to become illegal, the team will be forced to take an automatic out in the lineup where the injured player was batting (see IV.I. for further clarification). It is the captain's responsibility to accept the automatic out and encourage their player to come out of the game to avoid further injury.
- 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. Should the player's absence reduce the team below the requisite minimum player count, and/or cause the team's subbing to become illegal, the team will be forced to take an automatic out at the end of their lineup in subsequent games played on the day of the ejection. A team may not sub for an ejected player on the day of his ejection. For the following week, the player may be subbed for as normal. 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. League Leadership

- A. The Commissioner, elected by the Captains, oversees the league and is responsible for all decisions and rule enforcements in which they do not have a conflict of interest. B. The Vice-Commissioner, elected by the Captains, assists the Commissioner and oversees all decisions in which the Commissioner has a conflict of interest, unless they also have a conflict of interest.
- B. The league Designates, appointed by the Commissioner, see to various administrative tasks, including re-ranking players prior to the playoffs, and may be asked to assist in making decisions, or step in to make decisions in which the Commissioner and Vice-Commissioner have a conflict of interest. Currently, there are five Designates appointed.
- C. Captains, appointed by the Commissioner, are responsible for running their respective teams, and upholding the rules to the best of their ability.
- D. Captains are permitted to discuss and make alterations to the rules on the field during game play should they both agree that an unforeseen issue or consequence of the rules violates the spirit of the rules or the Brotherhood within the league. It is the responsibility of both captains to notify League Leadership (the Commissioner and Vice-Commissioner) of any alterations or exceptions that they make on the field immediately following the conclusion of their games. At the discretion of League Leadership, such actions may result in the retroactive forfeiture of the game(s) in question, and/or the removal of the Captains should a significant violation or concern be identified.
- E. League Leadership (specifically the Commissioner, Vice-Commissioner, and Designates) reserves the right to remove Captains, Players, or even other members of League Leadership at any time for violations of the rules, spirit of the rules, and concept of Brotherhood. League Leadership may further choose to alter the results of games that they feel have been tarnished by ignoring or misapplying any rules within this document.

IV. Games

- A. Each plate appearance will begin with a one ball, one strike count.
- B. Subject to Rule IV.F. below, batters will be allowed one courtesy third strike foul. The second third strike foul is a strikeout.
- C. The pitcher for each team has the option to use a League-provided pitching screen. The decision to utilize a pitching screen may be made at any time during a game, but once a pitcher for a team declares their intention to utilize a screen, they must use the screen for the remainder of the game, 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. A pitcher using the screen does not have to toe the rubber when the pitch is delivered, however a pitch cannot be thrown such that the screen impairs the batter from seeing the ball (cannot be thrown from behind the screen). The plate umpire shall call an illegal pitch if the pitcher uses the pitching screen to substantially hide the ball immediately before the pitch. 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 is considered a strikeout. Pitchers who opt to utilize a pitching screen may not field a batted ground ball or line drive. They may field

pop-ups (defined as a batted ball where the trajectory of the batted ball clearly exceeds the height of the pitching screen). If a pitcher utilizing a pitching screen touches or fields an illegal batted ball, it is a dead ball and the batter is awarded first base, with all baserunners advancing as they would on a base on balls. 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. A pitcher choosing to pitch without the safety net will be required to wear a protective mask.
- E. The League will utilize a strike mat. The mat is to cover the plate and is 17" x 33". Any pitch that hits any portion of the mat will be a strike if the pitch is within the minimum/maximum arc of 6" to 12" (see Rule I.B.), except a pitch that bounces before it hits the mat will not be a strike.
- F. All regular season games will be 60 minutes or seven (7) innings - whichever occurs first. All other Shalom League playoff games will be played for a full seven (7) innings.
- G. 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.
- H. Ten players can field; all players present must bat. Playing with less than 11 players will result in an automatic out at the end of the lineup for each player below 11. Playing with less than 8 fielders will result in an automatic forfeit; 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.
- I. Players who arrive after the start of a game may enter a game at any time if their absence is causing their team to take an automatic out, whether due to being below the minimum player count, or due to the team's subbing being illegal without their presence, or both. They must be entered at the end of the lineup. Should a team be fielding a legal 11-man lineup, a late-arriving twelfth player may only come into the game if the leadoff batter has not seen the first pitch of their second plate appearance.
- J. If, due to unforeseen circumstances, such as a last-minute absence, injury, or illness, a team finds itself with illegal subbing and/or fewer than the requisite minimum player count, that team must take an automatic out for each player that they are unexpectedly missing that is causing a rules violation. The automatic out(s) will be taken at the end of the team's lineup. As described in IV.H. above, players may enter a game at any time to end the need to take automatic outs.
 - a. Example 1: A team was expected to be missing two players, so the Captain has secured a single sub of the appropriate average for these two missing players, bringing the team to 11 players. However, the morning of the games, a third player indicates that he will unexpectedly miss the games as well. The player's absence will cause the team to be below 11 players, and to have an illegal sub (because the sub's rating is too high). The team must take an automatic out at the end of their lineup for this unexpected absence.
 - b. Example 2: A team was expected to be missing one player, their first-round draft pick, so the Captain has secured a single one-for-one sub to bring his team up to 12 players. However, the morning of the games, one player indicates that he is ill and will not make the games, while another player indicates that he will arrive late. Due to this, the team's subbing is illegal, as you may only secure one-for-one subs to

bring your team up to 12 players, and the sub average (a first-round player) is illegal; additionally, the team's roster is below the required 11 players. The team must take two automatic outs, as both players' absences are causing rules violations. However, when the late arriving player arrives at the fields, he may enter the game, causing his team to only take one automatic out going forward.

- K. Games start when the field umpires start the clock; however, field umpires should not start the clock before the scheduled game time unless both captains agree.
- L. 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. If a captain fails to comply with this rule as written, the opposing captain may notify League Leadership, and preferably supply the lineup card they were given. League Leadership will investigate the matter and may discipline the offending captain and take any other actions it deems necessary.
- M. Prior to the start of each game, the home team Captain will supply the home plate umpire with two approved softballs for use in the game. When a team hits a ball out of play (such as a foul ball or a home run), that team is expected to supply a replacement ball until the original ball is retrieved. At the conclusion of the game, each team should retrieve the balls they have supplied for the game.
- N. Dugout - Home team is on the first base side, save and except for those instances where a team played on that field in the immediately preceding 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.
- O. 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 crosses the commitment line, they are committed to running to the second plate. If they cross the line again, they will be automatically called out. Runners will be called safe if tagged past the commitment line. Plays at home are automatically force plays once the runner has crossed the commitment line.
- P. 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. If the home team chooses to take an out in this manner to end an inning, the teams 'flip-flop', with the home team now batting first and the away team batting second in an inning. This new batting arrangement is set for the remainder of the game. Outs taken in this manner do not advance a team's lineup; 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.
- Q. During the Regular Season, 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.
- Q. 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.

V. 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. Captains have the sole discretion to determine both the batting lineup and defensive positioning.
- C. Only Captains are permitted to contest a call by an umpire. Any player violating this rule maybe subject to ejection or removal at the umpire's discretion.
- D. Teams may only be named after Major and Minor 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.
- E. 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 at the sole discretion of the Commissioner.

VI. 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. Captains may designate up to 2 players to require pinch runners.
- B. When a player designated to receive a pinch runner reaches base, 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 also designated to receive a pinch runner, then it's the player retired before him. The pinch runner cannot be the player who is batting or the player on-deck; if the player batting or on-deck was the last player retired, the player retired before him will be the pinch runner.
- C. If a pinch runner is required and no outs have been made by the team needing the pinch runner, the pinch runner is the last player who scored, or, if no runs have been scored, it is the last batter in the lineup who is eligible to run.
- D. If a pinch runner is required, and none of the players previously retired are eligible to run (some combination of the other designated player, the on-deck batter, and the current batter), the pinch runner is the last player who scored, or, if no runs have been scored, it is the last batter in the lineup who is eligible to run.
- E. If a player is injured while pinch running for a designated player, they may be replaced following the same rules above in this inning only.
- F. If the selected eligible pinch runner refuses to run, the player designated to receive the pinch runner will be called out on the bases.
- G. A player may pinch-run multiple times during the game, including more than once in one inning.
- H. A player designated to receive a pinch runner in a game must always receive a pinch runner in that game.

VII. Wild Card Runner

- A. Once per inning, a team may use a 'wild card' runner to replace any base runner with any player on the bench that is not designated to take a pinch runner. Players currently on base may not be selected to run.
- B. If the player selected to run with the wild card is injured while running, they cannot be replaced, and if they are unable to remain in the game, they will be called out. C. If the player selected to run with the wild card has their spot in the lineup come up to bat, it is considered an out.

IX. 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, they must be temporarily replaced with a player of equal or lesser rating from Shalom League's approved sub list. This substitution must be made as soon as the player becomes aware that they will miss 6 consecutive games. If, because of unforeseen circumstances (such as illness, injury, or unanticipated absence), a player becomes aware that they will miss 6 consecutive games after already missing some (fewer than 6) consecutive games, they must notify their Captain immediately and the Captain must arrange an appropriate "3 week" sub. If a player fails to notify their Captain of an absence, and this results in them missing 6 consecutive games, the player may be removed from the team as described in section II.E. Should league leadership determine that a player and/or Captain have attempted to circumvent this rule, it may result in a retroactive forfeit for all games in which the team circumvented the rule. A rainout counts as "games played" when utilizing this rule. If an absent player, due to unforeseen circumstances, can return earlier than anticipated, he may do so and, in effect, act as his own replacement.
- C. "3 week" subs, or subs obtained for players who will miss six (6) or more consecutive regular season games, may consist of different players of a legal rating at the discretion of the Captain.
- D. All subs must be approved in advance by the Sub Chairman or, in his absence, the Commissioner or Vice Commissioner.
- E. Any team that has ten players or fewer must find a sub to bring their team up to eleven players. A Captain must choose subs based on the average ranking of the players missing to bring his team to eleven players, or a captain may employ 'one for one' subbing to bring his team to twelve players. 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.
- F. The Sub Chairman's team must have 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 eleven 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. 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. 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 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.
 - K. Members of Temple Shalom can sign up for the sub list for \$5 regardless of other pricing.
 - L. Subs in Rounds 1 and 2 will be rated by the Delegates as either a High or Low (top 10 or bottom 10).

X. Sub List - Playoffs

- A. All Regular Season Sub Rules apply except as specifically overridden below.
- B. Due 2 weeks prior to the beginning of the playoffs, each captain can submit to the Commissioner and the Designates up to 5 players (from the draft or sub list) that they would like considered for re-rating. By 7 days prior to the beginning of the playoffs, Designates will have reviewed and re-rated all such players accordingly. Rookies are re-rated automatically. During the Playoffs, Captains are only able to sub any player rated after the draft position of the player being subbed for. For sub requests, replacements will be finalized in order of draft position, with the earliest drafted players having their subs finalized first.
- C. Playoff subbing can be done only by those on the sub list and full-time players no longer in contention for the playoffs. The only exception is for players that are injured during game day, who may be replaced by players that are still in playoff contention, but they must be of an appropriate rating as detailed in rule IX. B. above.
- D. 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.
- E. Players that are injured in a playoff game may be replaced with a legal sub during the game. In subsequent games, the Captain may choose to obtain a different player at their discretion.

XI. Playoff Format

- A. Spring League rules: The top 6 teams in each division make the playoffs using tiebreaker rules outlined in XI E below. The home teams get to select their field preference in order of seeding. The playoffs will consist of two brackets of an equal number of teams. Each bracket for the playoffs 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.
- B. Fall League rules: The fall league will consist of a single division with 16 teams. The 8 teams with the best record advance to the playoffs. Tie breakers, in order, are: head-to-head, runs for, run differential, coin flip. All other playoff rules for the Fall League mirror the Spring League.
 - C. Field Selection: The home teams of the playoff series will meet 1 hour prior to the start of the first games to determine field selections. Field selection priority is based on seeding. Only in the Championship series, the lower seeded team gets the option of changing field locations for Game 2. If Game 3 is necessary, the series returns to the Game 1 field location. The Higher Seeded team cannot change the field locations from Game 1 to Game 3.
 - D. If the League Championship games cannot be played to determine League champions (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.
 - E. Seeding for the post season will be based on the regular season win-loss records of the teams. The seeding tiebreaker rule for seeding teams with identical records at season's end is as follows: If two or more teams are tied: Head-to-head records.
 - a. Division records.
 - b. If a tie is not resolved by 1 or 2, run differential in head-to-head games will prevail.
 - c. If the tie is not resolved by 1, 2, or 3, then a coin flip will determine seed.
 - d. If more than two 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.
 - F. 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.
 - G. All playoff games must be played with a full roster. For each missing player, the playoff 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.
 - H. 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
 - I. In the Commissioner's sole discretion, the format is subject to change should inclement weather force a shortening or modification of the season.

XII. 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 Gold Glove and Silver Sluggers Game and HR contest will be formatted annually for the Spring season.