





www.vincennescubleague.com

2024 SENIOR LEAGUE SCHEDULE - GREEN DIAMOND

Date	Time	Home Team	Away Team	Umpire
Monday, April 15, 2024	6:00 PM	Kiwanis	GAB Investments	Tri-State Printing
Wednesday, April 17, 2024	6:00 PM	Farbest Foods	Tri-State Printing	GAB Investments
Friday, April 19, 2024	6:00 PM	GAB Investments	Iron Warehouse	Hinz State Farm
Friday, April 19, 2024	8:00 PM	Pepsi	Hinz State Farm	Iron Warehouse
Monday, April 22, 2024	6:00 PM	Farbest Foods	Hinz State Farm	GAB Investments
Tuesday, April 23, 2024	6:00 PM	Pepsi	GAB Investments	Hinz State Farm
Wednesday, April 24, 2024	6:00 PM	Iron Warehouse	Farbest Foods	Tri-State Printing
Thursday, April 25, 2024	6:00 PM	Kiwanis	Tri-State Printing	Farbest Foods
Monday, April 29, 2024	6:00 PM	Tri-State Printing	GAB Investments	Kiwanis
Wednesday, May 1, 2024	6:00 PM	Farbest Foods	Kiwanis	GAB Investments
Friday, May 3, 2024	6:00 PM	Hinz State Farm	Iron Warehouse	Pepsi
Friday, May 3, 2024 Friday, May 3, 2024	8:00 PM	Kiwanis	Pepsi	Iron Warehouse
· ·	6:00 PM		Hinz State Farm	Iron Warehouse
Monday, May 6, 2024	6:00 PM	Tri-State Printing Kiwanis	Iron Warehouse	
Tuesday, May 7, 2024				Pepsi
Wednesday, May 8, 2024	6:00 PM	GAB Investments	Pepsi	Kiwanis
Thursday, May 9, 2024	6:00 PM	Pepsi	Farbest Foods	Hinz State Farm
Monday, May 13, 2024	6:00 PM	Farbest Foods	GAB Investments	Pepsi
Wednesday, May 15, 2024	6:00 PM	Iron Warehouse	Tri-State Printing	GAB Investments
Friday, May 17, 2024	6:00 PM	Hinz State Farm	Kiwanis	Pepsi
Friday, May 17, 2024	8:00 PM	Tri-State Printing	Pepsi	Kiwanis
Monday, May 20, 2024	6:00 PM	Iron Warehouse	Pepsi	Hinz State Farm
Tuesday, May 21, 2024	6:00 PM	GAB Investments	Hinz State Farm	Tri-State Printing
Wednesday, May 22, 2024	6:00 PM	Hinz State Farm	Farbest Foods	Kiwanis
Thursday, May 23, 2024	6:00 PM	Tri-State Printing	Kiwanis	Farbest Foods
Tuesday, May 28, 2024	6:00 PM	Hinz State Farm	Pepsi	Kiwanis
Tuesday, May 28, 2024	8:00 PM	GAB Investments	Kiwanis	Pepsi
Wednesday, May 29, 2024	6:00 PM	Tri-State Printing	Farbest Foods	Hinz State Farm
Wednesday, May 29, 2024	8:00 PM	Iron Warehouse	Hinz State Farm	Farbest Foods
Thursday, May 30, 2024	6:00 PM	Pepsi	Tri-State Printing	Kiwanis
Thursday, May 30, 2024	8:00 PM	Iron Warehouse	Kiwanis	Tri-State Printing
Friday, May 31, 2024	6:00 PM	GAB Investments	Farbest Foods	Hinz State Farm
Monday, June 3, 2024	6:00 PM	Hinz State Farm	GAB Investments	Iron Warehouse
Monday, June 3, 2024	8:00 PM	Pepsi	Iron Warehouse	GAB Investments
Tuesday, June 4, 2024	6:00 PM	Kiwanis	Hinz State Farm	Farbest Foods
Wednesday, June 5, 2024	6:00 PM	Tri-State Printing	Iron Warehouse	Farbest Foods
Wednesday, June 5, 2024	8:00 PM	Kiwanis	Farbest Foods	Iron Warehouse
Thursday, June 6, 2024	6:00 PM	Farbest Foods	Pepsi	Tri-State Printing
Thursday, June 6, 2024	8:00 PM	GAB Investments	Tri-State Printing	Pepsi
Monday, June 10, 2024	6:00 PM	GAB Investments	Hinz State Farm	Farbest Foods
Monday, June 10, 2024 Monday, June 10, 2024	8:00 PM	Tri-State Printing	Farbest Foods	Hinz State Farm
Tuesday, June 11, 2024	6:00 PM	Pepsi	Kiwanis	Farbest Foods
Wednesday, June 12, 2024	6:00 PM	Iron Warehouse	GAB Investments	
Wednesday, June 12, 2024 Wednesday, June 12, 2024				Pepsi GAB Investments
• •	8:00 PM	Hinz State Farm	Pepsi Iron Warehouse	
Thursday, June 13, 2024	6:00 PM	Farbest Foods	Iron Warehouse	Tri-State Printing
Thursday, June 13, 2024	8:00 PM	Kiwanis	Tri-State Printing	Iron Warehouse
Monday, June 17, 2024	6:00 PM	Farbest Foods	GAB Investments	Kiwanis
Monday, June 17, 2024	8:00 PM	Iron Warehouse	Kiwanis Tri Stata Drintin -	GAB Investments
Tuesday, June 18, 2024	6:00 PM	Hinz State Farm	Tri-State Printing	Iron Warehouse
Tuesday, June 18, 2024	8:00 PM	Pepsi	Iron Warehouse	Tri-State Printing

SENIOR CUB LEAGUE RULES

The league will play by Babe Ruth/Cal Ripken Rules and Regulations and Official Baseball Rule Book. Exceptions and additions are listed below:

1. Playing an ineligible player will result in forfeiture of the game.

2. Ten minutes will be allowed for a team to field the required number of players; i.e., 6: 10 p.m. and 8: IO p.m.

3. If a team has less than ten players, up to two pool player (s) may be used. If a roster player arrives once the game has started, he/she must be inserted into the line-up in the last spot in the batting order. Pool player(s) continue to play if roster players arrive late. If a team has fewer than nine players, the ninth place in the batting order is recorded as an out each scheduled at bat. The game is a forfeit when a team is not able to field at least 8 players including the maximum of two pool players.

4. Senior Cub pool player shall be any player in Junior League. A Junior Cub League player can only be used up to a 10-player roster. This player or players must hit at the end of the lineup and must play in the outfield on defense.

5. Fully uniformed players, including socks are required; i.e., hats are required to be worn at all times by player while on the field; shirts are to be tucked in at all times; and catcher must wear a cup-type supporter. Any player can be called out after one warning regarding uniform.

6. Players, coaches, managers, and bat boys are the only ones allowed in the dugout during a game. All coaches are to remain in the dugout or in the coaching boxes.

7. The scorekeeper is to note the starting time of the game. This time is official.

8. All players must play a minimum of two innings with exception of injury or illness. Exception: Run rule or cancellation due to inclement weather. Any additional exceptions to this rule may result in a forfeit.

9. Free substitution rules will be used. Any player may be taken out and return to the game at the start of any half inning. All players will be placed in the batting order and bat in rotation throughout the game.

10. Warm-ups for pitchers: Seven (7) for new pitcher; five (5) for returning pitcher.

11. All games are scheduled for six innings. A 10-run rule will be in effect after four complete innings. In case of rain, four innings is an official game ($3\frac{1}{2}$ if home team is leading).

12. All players will be placed in the batting order and bat in rotation throughout the game.

13. No innings shall start after the two-hour time limit.

14. A base runner must slide to avoid a collision. If a base runner deliberately runs into a fielder, the runner is out; i.e., a player who elects not to slide at home with the intent of knocking the catcher over will be called out.

15. In the event of a tie game at the end of regulation, extra innings will be played if the game is still within the two-hour time limit. After the time limit, the game is recorded as a tie.

16. Awards will be given to the league champion, league runner-up, tourney champion, and tourney runner-up.

17. All-Star managers and coaches will be selected by the league president. All-Star players shall be selected by appointed All-Star managers.

18. Pitchers will use a "Rolling Six" innings per two games (Monday-Saturday). The "Rolling Six" will reset each week. A maximum of four innings in any single game will be in effect as well. A pitcher removed can not re-enter as a pitcher. If a pitcher delivers one pitch in an inning, the pitcher will be charged with a full inning. The second trip to the mound by a coach in the same inning to the same pitcher shall automatically result in the removal of that pitcher from the game as a pitcher only.

19. Play with infield fly rule.

20. Any team that fails to perform duties (such as keeping scorebook, operating scoreboard, umpiring bases, raking areas, and <u>trash clean-up from inside their dugout and bleacher areas</u>) will play their next game using only two outs for the first three innings.

21. Ten minutes infield for each team will be allowed before the game. Coaches are responsible for starting infield on schedule and games will start on time even if infield must be stopped. Visitors take infield at 5:40 and 7:40. Home team takes infield at 5:50 and 7:50. If time permits, ten minutes will also be allowed for infield for the second game. No batting practice will be allowed after diamonds are lined for game.

22. Four outfielders must be positioned at least 15 feet from the infield.

23. No practices are allowed on the diamond after it has been prepared for play prior to the game.

24. Any player who throws a helmet or bat will be warned once, and the player will be ejected on the second offense.

25. Batter may advance to base at risk on a third strike dropped by catcher.