

## Summer League Pre-Game Draw

Prior to each game, teams may replace absent players by drawing from a replacement pool consisting of players of teams not scheduled to play that particular game and players who have not been assigned to a team. To be eligible to be drawn as replacements, players must sign into the pool for each game in advance of the time of the draw.

### Procedures

At the time of the draw, each team will report which of its rostered players are present. If either team has at least ten players present (11 for 'AAA' and 'AA' divisions), it will not replace any absentees. All rostered players present at the time of the draw should be in the batting order and play approximately equal innings in the field. (Clarification: No player should sit out a second inning in the field until all other players have sat out at least one inning. Exception: Pitchers need not be required to sit out inning(s) in the field.)

If a team has fewer than ten (11) rostered players present, it will select from the replacement pool until it has ten (11) players for that game. Replacement players must be batted at the bottom of the batting order, following all rostered players present.

If a rostered player arrives after the draw has begun, and if his team has not drawn a replacement, he may play normally.

If a rostered player arrives after a player has been drawn as a replacement, the replacement player drawn may withdraw in favor of the late-arriving rostered player, but may not be required or requested to do so. If the replacement player does not withdraw, the rostered player who arrived late may play at the discretion of his team's manager. He may not play consecutive innings in the field. If he arrives after the game has begun (i.e., after the first pitch), he may only bat last in the batting order.

A rostered player who arrives late and is prohibited from playing consecutive innings in the field should alternate innings in the field with a drawn replacement player. If more than one replacement player has been drawn, innings "on the bench" per this provision should be shared equitably between (or among) drawn replacements.

(To repeat (for emphasis): A rostered player who arrives late — after a replacement player has been drawn — may play solely at the discretion of his team's manager. A manager is not required to enter such player into a game already in progress.)

### Mechanics of the Draw

The total number of replacements required to give both teams ten (11) players are drawn randomly from the replacement pool. Players not drawn will not play as replacements in that game.

The team with the poorer record will select one player from the drawn replacements. (In the event that the teams have identical records, the visiting team will select.) Thereafter, teams will alternately select from the drawn replacements until each has ten (11) players.

### **Certain Provisions —**

#### **— Runs Awarded After Draw**

Teams will cede one run for each player drawn. Net runs awarded will either (1) be added before the start of the game ('AAA' and 'AA' Divisions) or (2) accrue, beginning in the first inning, at a rate of one per inning to the team drawing fewer players ('Major' Division). Runs to be awarded are determined at the time of the draw, and awards are not altered by any subsequent arrival of rostered players.

If a player leaves a game in progress for reason other than injury, and his team draws a replacement player, the team will cede an additional run. If a player leaves a game in progress due to injury, no run need be ceded.

#### **— Pool Players' Priority, Exclusions**

Players waiting to be assigned to a team roster have first priority in the draw for the first game of the day. Likewise, for any day on which a team is not scheduled to play a game, players on its roster have a second priority. If not drawn, priorities are extended for the second or, if necessary, third game of the day. All other players signing for a draw will have third priority.

Any player (1) who has already participated in a game as a replacement, or (2) whose team, due to scheduled double-headers, has played or is scheduled to play two games has the lowest priority in a draw for any game played that day.

While certain pool players may have priority in the draw, it is nevertheless possible that such pool players may not be selected to play if the number of priority players in the pool exceeds the number of replacement players needed for that game

#### **— Teams Short Players After the Draw**

If, after the draw, a team has only nine players (ten for 'AAA' and 'AA' Division teams), (1) the opposing team must provide a catcher when that team is in the field; and (2) it must take an out the first time a tenth (11th) batter in its batting order is due to bat. (SSUSA Rule 4.3(1)) An out will be declared only the first time that position comes to bat. (Note: In the 'AA' Division only, the short-handed team may request that the defensive player provided play a position other than catcher.)

If, after the draw, a team has fewer than nine (ten) players, the opposing team must provide a fielder (as above) when that team is in the field. The opposing team, however, is not obligated to provide any other fielder or fielders. The short-handed team may elect to play the game with fewer than ten (eleven) fielders. Alternatively, it may elect to forfeit the game. In addition, the

short-handed team must take an out the first time any un-manned position in its batting order is due to bat. Outs will be declared only the first time those positions come to bat. (The provisions of this procedure supersede that portion of SSUSA Rule 4.3(1) which holds that “a team may start a game with no fewer than nine players.”)

If a player leaves a game due to injury or other reason (including ejection), and no substitute or eligible replacement is available, the effects of the departure will be governed by SSUSA Rules 4.3(3) and 4.4, except that no forfeit will be recorded per Rule 4.4.A. The team may continue with fewer than nine (ten) players as provided above.

#### – Forfeits

If a team has fewer than five (six for ‘AAA’ and ‘AA’ Division teams) of its rostered players present at the time of the draw, it will forfeit that game. If both teams have fewer than the requisite number of rostered players present at the time of the draw, a double forfeit will be declared, and both teams will be charged with a loss.

#### – Players Not Assigned in the Draft

Players who are not assigned to a team in the drafts will be assigned to a replacement pool deemed appropriate by the Membership and Competition committees. Replacement pool players may be assigned to a team roster as deemed appropriate by the Division managers and Coordinator with the approval of the Competition Committee.

#### – Players Leaving League During Season

If a rostered player leaves the league, either permanently or for an extended period, he may be replaced on the roster by a replacement player. Such replacements from the pool will generally be first-in, first-out. However, if such replacement would appear to create a significant competitive advantage (or disadvantage), the division Coordinator and managers, and the Competition Committee may impose a more equitable substitution.

#### – Situations Not Specifically Addressed Herein

It is likely that situations will arise which are not specifically addressed herein. In such cases, ad hoc decisions should be made by the division Coordinator, his deputy or another member of the Competition Committee. As soon as possible after the game in which such decision is made, it should be reported to, and reviewed by the Competition Committee. The Competition Committee’s findings will be considered precedential for subsequent occurrences.

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