# **Roster Rules:**

1. **All teams are required to have a 36-man total roster for the season to add an extra player to the roster who will either serve as a pitcher, catcher, infielder, outfielder, or a Designated Extra Hitter (DEH):**
	1. However, all teams are limited to 30 active players per game (except for the playoffs).
	2. When a team is scheduled to play a day-night doubleheader, it is allowed to carry 31 players on the active roster for those days only.
	3. Salary = All players must earn at least US $850 per season (with a US $250 for winning the Caribbean Series).
2. **Designated Extra Hitter (DEH) Rules:**
	1. *The DEH must be declared on the starting lineup:*
		* 1. A DEH cannot be added to the lineup after lineups become official at the plate meeting. The DEH role may not be eliminated during the game. Once you start with a DEH, you must keep the DEH for the entire game. The only exception is if your team drops to only nine players due to injury, ejections, or players leaving early.
	2. *The DEH may bat in any spot in the batting order. However, the DEH spot in the batting order may not change during the game:*
		* 1. That is, if you have the DEH in the three-hole at the start of the game, the DEH remains in the three-hole for the entire game, irrespective of substitutions into and out of the DEH slot.
	3. *The DEH is eligible for substitution and re-entry into the game:*
		* 1. Whatever substitution and re-entry rules are in effect for the league and level, these rules apply equally to the DEH. This means you can sub in a new DEH during the game, and in most cases re-enter the original DEH later in the game
	4. *The DEH may be entered into the game defensively:*
		* 1. Combined with the free re-entry rule, this means that a manager can make defensive moves that include the EH, including swapping a defensive player for the DEH, whereupon the defensive player that was just swapped out becomes the new DEH.
			2. In short, the manager can shuffle his ten players in the batting order among the 9 defensive positions. These are defensive swaps, not substitutions.
	5. *Using a DEH is required for all CBA teams, and the DEH role may not be eliminated during the game:*
		* 1. Once you start with a DEH, you must keep the DEH for the entire game. The only exception is if your team drops to only nine players for any reason.
3. **Substitution Rules:**
	1. The 10 players in the batting order can be rotated among the nine (9) defensive positions at the discretion of the manager, and all are eligible for re- entry under the re-entry rule; For example, a manager can move the DEH into LF, and the LF now becomes the DEH.
	2. All starting players may be removed and re‐enter the game once, but must re‐enter in their original position in the batting order.
	3. Non‐starters are not allowed to re‐enter unless an injury occurs.
	4. When a starter re‐enters, the player in the starter’s batting position in the batting order must be removed from the game and is ineligible for the remainder of the game unless an injury occurs.
	5. MiLB starting pitchers – those on the 41-man roster with a majority of their time spent in the MiLB – cannot participate in winter ball if they threw 140 or more innings, while MiLB relievers cannot have appeared in more than 45 games in order to be eligible.
	6. Pitchers also are ineligible if their workload in games or innings grew 25 percent over the prior season. The caveats: They must’ve reached 60 percent of the games-or-innings threshold the previous season, and players switching from the rotation to the bullpen or vice versa don’t count.
	7. Both Major and Minor League position players with a max of 552-plate appearances are eligible to play in the CBA.
	8. Unless a player finishes the season on the disabled list or spent 60 days on the DL (including 15 over the final 60 days of the season), a team cannot declare him physically incapable. The exception is pitchers who have undergone major surgery in the previous 18 months.

# **Gameplay Rules:**

1. **Batting Order:**
	1. The away team gets the pick for the coin toss.
	2. The team that wins the coin toss has the choice of batting first or last.
	3. The batting order is predetermined by each team's manager.
	4. The team batting order alternates each day (example: Day #1 = home team bats first / Day #2 = away team bats first, etc.)
2. **Number of Innings:**
	1. *Each team has 3 innings per game in which all 10 players in the batting order must bat:*
		1. All doubleheaders (DH) will be 2 innings each.
		2. The 7th inning stretch will become the 2nd inning stretch.
		3. An inning ends when all 10 players are either dismissed or stranded on base.
	2. *All overtime innings will revert to the traditional inning format (i.e. 3 outs per team):*
		1. All overtimes can only have a max of 3 innings (except for postseason games).
		2. For all extra innings, each team will start with a runner on both 1st & 2nd base.
		3. Teams are able to bat whoever they want.
	3. *Between-inning Breaks:*
		1. A timer will count down between innings from 2:05 for breaks in locally televised games, from 2:25 in nationally televised games and from 2:55 for tiebreaker and postseason games.
3. **Scoring System:**
	1. *A player scores 1 point for every base reached after hitting the ball, rather than a complete circle of all the bases:*
		1. Example: a ground rule double = 2 pts.
		2. However, they will not subsequently score when moving around the bases on another player's hit unless they manage to steal a base or reach home plate.
	2. The equivalent of a home run scores 4 points + the number of players on base (if any).
	3. 1 point will also be awarded for walks.
4. **Pitching Rules:**
	1. *A starting pitcher cannot pitch more than:*
		1. 70 pitches per game in the preseason (including the National Team Exhibitions).
		2. 85 pitches per game in the regular-season.
		3. 100 pitches per game in the postseason (including the World Series).
		4. A pitcher can still finish a batter's plate appearance even if the limit is reached, but must come out after completing the plate appearance.
	2. *A pitcher cannot pitch until:*
		1. A minimum of 4 days have passed since he last pitched, if he threw 50 or more pitches when he last pitched.
		2. A minimum of 1 day has passed since he last pitched, if he threw 30 or more pitches when he last pitched.
		3. A minimum of 1 day has passed since any second consecutive day on which the pitcher pitched.
		4. These rules don’t apply during post season & spring training.
	3. *All MLB & MiLB pitchers have 20-second pitch clocks in between pitches:*
		1. The 20-second play clock would start once the pitcher steps on the dirt portion of the mound with the baseball.
		2. If the pitcher does not deliver a pitch, make a pick-off throw to a base or step off the pitcher’s rubber before the clock expires, a ball will be assessed to the count.
		3. If the batter is not ready to hit by the time the clock expires, a strike will be added to the count.
		4. One clock would be placed in the home plate area, and the other would be located in or behind the outfield wall.
	4. All pitchers must face at least 2 batters unless they are injured or injure another player as a result of their actions (example = intentionally hitting a batter).
	5. *The following penalties will occur if any player intentionally hits another player, regardless of the method:*
		1. 1st Offense = fined at least US$1,000 and being suspended for at least 10 games.
		2. 2nd Offense = fined at least US$2,000 and being suspended for at least 20 games.
		3. 3rd Offense = fined at least US$3,000 and being suspended for the rest of the season (this includes the postseason).
		4. If any player gets penalized at least 3 times in at least 2 consecutive seasons, then the player is banned from playing in both MLB & MiLB for the rest of their life.
		5. *A batter cannot make a movement to intentionally be hit by a pitch:*
			1. A player who leans or sticks a portion of his body outside the batter’s box to be hit will have a strike awarded to the count.
	6. **Pitchers will no longer be required to throw 4 pitches on intentional walks:**
		1. Instead, the defensive team can inform the umpire that it is walking the hitter (thus giving up 1 run).
		2. However, the pitcher must have paced at least 2 batters in order to do so.
		3. The Strike Zone is the space over home plate which is between the top of the batter's shoulders and his knees when he assumes his natural stance. The umpire shall determine the Strike Zone according to the batter's usual stance when he swings at a pitch.

## **Mound Visits:**

* 1. *Mound visits will be limited to 6 per team per 3 regulation innings (i.e. 2 per inning):*
		1. Teams will receive an additional visit for every extra inning played.
		2. Any manager, coach or player visit to the mound will count as a mound visit.
		3. Visits to the mound to clean cleats in rainy weather, to check on an injury or potential injury or after the announcement of an offensive substitution are exempted.
		4. Also, normal communication between player and pitcher that does not require either to vacate their position on the field does not count as a visit.
		5. If a team is out of visits, the umpire will have discretion to grant a visit at the catcher's request if he believes there has been a cross-up between the pitcher and catcher.
		6. Baserunners will not be allowed to leave the bases they are occupying during a defensive conference.

# **Season Structure:**

1. **The Regular Season (72 Games):**
2. *The 9-team divisions:*
	* 1. Each team plays 9 games (5h/4a or 4h/5a) against the other 8 teams in their division.
	1. *The 8-team divisions:*
		1. Each team plays 10 games (5h/5a) against the other 7 teams in their division & 2 games (1h/1a) against one team based on the final regular season standings from the prior season (i.e. #1 plays #8, 2 plays #7, etc.).
	2. *The 6-team divisions:*
		1. Each team plays 14 games (7h/7a) against the other 5 teams in their division & 2 games (1h/1a) against one team based on the final regular season standings from the prior season (i.e. #1 plays #6, 2 plays #5, etc.).
	3. *The 4-team divisions:*
		1. Each team plays 24 games (12h/12a) against the other 5 teams in their division.
	4. The regular-season runs from October to December and is followed by a 4-team playoff series in each division (2 teams from each Cuban division) in January to determine the divisional champions.
3. **Each team will receive premier points for entry into the postseason:**
	1. *Each team will receive the following points:*
		1. Points are now used to determine which teams will advance into the postseason. Points are being implemented in order to encourage attacking play throughout a game and to reward teams for "coming close" in losing efforts.
		2. 3 points for a win by at least 6 points.
		3. 2 points for a win by either 1) 5 points or less or 2) in extra innings (i.e. overtime).
		4. 1.5 points for a draw/tie.
		5. 1 "bonus" point for scoring at least 1 grand slam.
		6. 1 "bonus" point for losing by either 1) 5 points or less or 2) in extra innings (i.e. overtime).
		7. 1 "bonus" point for scoring at least 10 more points than the opponent.
		8. 0 points for a loss by at least 6 points.
		9. All teams can only have a max of 2 bonus points per game.
	2. *At the end of the regular season, the team with the best regular-season record (i.e. highest point total; not for each league) is awarded the Morales-Ortiz Trophy:*
		1. For those who don't know, it echoes the practice of the top European soccer leagues in which the team with the best record is the champion, similar to the Supporter’s Shield in MLS.
		2. The Morales-Ortiz Trophy winner is guaranteed home-field advantage in all three rounds of the playoffs (unless they are not from the host country for the Caribbean Series).
	3. *Tiebreaker criteria when competitors are level on points:*
		1. *The team that won the head-to-head match or series (if applicable) is ranked first:*
			1. If this game/series was a draw, then the team with the more wins is ranked first
		2. Point difference (PD) = is the number of goals (or points) scored in all league matches minus the number of points conceded.
		3. Points for (PF) = is the total number of points scored by a team over the course of the regular-season.
		4. Points against (PA) = is the number of goals scored against them by their opponents over the course of the regular-season.
		5. Fewest disciplinary actions.
		6. Strength of schedule = two-third (66 2/3%) for the opponent's record and one-third (33 1/3%) for the opponents' opponents record.
		7. Total number of points scored on the road.
		8. Road point difference.
		9. Total number of points scored @ home.
		10. Home point difference.
		11. If still identical, a play-off is required.
		12. Coin toss (2 teams) or drawing of lots (at least 3 teams).
4. **Post-Season = 8-team 2-stage tournament (i.e. the Caribbean Series; only 1 team per country):**
	1. The Preliminary Round consists of an 8-team single round-robin tournament where all 8 teams play the other 7 teams once.
	2. The Semi-Final Round consists of a 4-team single-elimination bracket (1st vs. 4th, 2nd vs. 3rd).
	3. All host teams can play their games in their respective areas while the other 7 teams must rotate their games among all of the host league's arenas.

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| **Round #** | **1** | **2** | **3** | **4** | **5** | **5** | **7** |
| **Game #1** | 2 vs 1 | 3 vs 4 | 6 vs 2 | 7 vs 5 | 1 vs 3 | 4 vs 5 | 7 vs 3 |
| **Game #2** | 3 vs 8 | 1 vs 7 | 7 vs 8 | 8 vs 4 | 4 vs 2 | 8 vs 1 | 8 vs 2 |
| **Game #3** | 4 vs 7 | 8 vs 6 | 4 vs 1 | 2 vs 3 | 5 vs 8 | 2 vs 7 | 1 vs 5 |
| **Game #4** | 5 vs 6 | 2 vs 5 | 5 vs 3 | 6 vs 1 | 6 vs 7 | 3 vs 6 | 6 vs 4 |
| 1. Columbia.
2. Cuba.
3. Dominican Republic.
4. Mexico.
 | 1. Nicaragua.
2. Panama.
3. Puerto Rico.
4. Venezuela.
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