# **Roster & Salary 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$250 per game.
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 EH 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 CBL 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.

# **Gameplay Rules:**

## 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. All teams must have a 10-man batting order in which both the DEH and the pitcher must bat.
4. The batting order is predetermined by each team's manager.
5. **The team batting order alternates each day:**
	1. Example: Day #1 = home team bats first, Day #2 = away team bats first, etc.

## 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. **Mercy Rules** - **Games are called if one team is ahead by at least:**
	1. At least 35 runs by the end of the 1st inning.
	2. At least 30 runs by the end of the 2nd inning.
3. **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.
4. **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.

## Scoring System:

1. **A player scores 1 point for every base reached after hitting the ball in addition to completing the circuit of all the bases:**
	1. Example: 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.
	3. 1 point will also be awarded for walks.
	4. Batters are now allowed to steal first base on a pitch not caught cleanly, similar to a dropped third strike. A successful attempt will award 1 point to the baserunner
2. **A home run scores 4 points + the number of players on base (if any):**
	1. Example: grand slam = 4 points + 3 base runners for a total of 7 points.
3. If a batter gets 3 foul balls after a 2nd strike, then that player must be declared out.

# **Regular-Season Structure:**

1. **The Regular Season is 96 Games:**
	1. Each level has 17 teams per division.
	2. Each team plays 6 games (3h/3a) against the other 16 teams in their division & level.
	3. The regular-season runs from the end of March to the end of July.
2. **Each team will receive premier points for entry into the postseason:**
	1. 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.
	10. *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 NABA Supporter’s 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 NABA Supporter’s 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. **Promotion & Regulation:**
	1. The bottom 8 teams (4 per division) in Level 1 (based on points) will be demoted to Level 2.
	2. The top 8 teams (4 per division) in Level 2 (based on points) will be promoted to Level 1.
4. **Post-Season = 8-team 2-stage tournament:**
	1. The top 4 teams in each division at each level (8 per level) make the post-season.
	2. The Preliminary Round consists of a 4-team round-robin tournament where all teams play the other 3 teams twice (1h/1a). The top 2 teams from each round robin make the final round.
	3. The Final Round consists of a 4-team single-elimination tournament.