

## CDC Rec Baseball Rules

### 3<sup>rd</sup>/4<sup>th</sup>/5<sup>th</sup> & 6<sup>th</sup> Grades

Updated Spring 2018

#### Section 1: Rule Interpretation/Protests/Suspensions

- 1.1 Judgment calls made by the umpire are final and may not be protested
- 1.2 Only a Head Coach may request a rule interpretation
  - Rule interpretation requests must be made before the next pitch
  - Umpires will call time out to discuss the rule interpretation. Discussion will occur between the umpire, field umpire and both head coaches only.
- 1.3 Only the Head Umpire can request a commissioner on duty to assist with the interpretation
- 1.4 Only the Head Coach may discuss on field questions or clarifications with an umpire.
- 1.5 Any rule not outlined specifically herein will be governed by the rules for baseball published by the National Federation of State High School Associations
- 1.6 No protests are allowed.
- 1.7 Any player, coach or spectator ejected from a game by an umpire or a commissioner must leave the facility grounds immediately. Games that are played on a school's property (i.e. Wodock) mean that offending parents and coaches must leave the school grounds.
  - Any player, coach or spectator who is ejected from a game is immediately suspended from the next game. If the ejection occurs in the last game (including playoff, championship, all star, etc.) of the season, that suspension will carry over to the following year.
  - A team will forfeit their game if any associated parent, player or coach is ejected who fails to immediately leave the grounds.

#### Section 2: Time Limits

- 2.1 Games are scheduled for 1 hour and 45 minutes (hereafter referred to as "1:45") with a 15 minute window for extended play.
- 2.2 Umpires announce the official start time as of the first pitch of the game - that is when the 1:45 is tracked from. The actual start time may be earlier or later than the scheduled start time of the game. The official score team shall record the time in the scorebook. The umpires track the 1:45 against their clock.
- 2.3 In the event a game is called to end prematurely (i.e. weather, expiration of time) the score from the last completed inning will be used to determine the winner.
- 2.4 Games are 6 innings (subject to time limits in 2.1 and circumstances in 2.5)
- 2.5 For all games except Championship games, at 1:45 teams will only play to finish the inning that they are in for that inning. Playoff games only play beyond that inning in the case of a tie.
- 2.6 Games may go beyond 1:45 to finish the inning they are in. Details are as follows:
  - **Exhibition games** shall stop at 2 hours at the conclusion of the batter at the plate regardless of score or inning. If the game concludes in the middle of the inning, see 2.3.

- **Regular season games** may finish the inning beyond 1:45 and may go over 2 hours to do so. However, only that inning being played at 1:45 will be finished and regular season games may end in a tie. Extra innings do not apply in regular season games.
  - **Playoff games** may finish the inning beyond 1:45 and may go over 2 hours. Playoff games will not end in a tie, so extra innings may be played in order to have a winning team.
  - **Championship games** are scheduled for the full 6 innings or 2hrs and 15min. Only that inning being played at 2:15 will be finished.
- 2.7 For time limit purposes, the next inning starts as soon as the third out from the previous inning has been recorded. Umpires make the determination to start the next inning based on the official game time that they are tracking.
- 2.8 All games are final when the umpire indicates as such.
- 2.9 Games delayed by weather are subject to start only when the acting commissioner and head umpire are in agreement (subject to the CDC Weather Policy in Section 3). The 1:45 time limit is paused during a stoppage of play. Acting commissioner may cancel games if weather does not improve or fields are left unplayable. Refer to section three for rules regarding missed games and practices.

### **Section 3: Weather**

- 3.1 All decisions regarding games and practices are subject to the CDC weather policy. The most current version of that policy is always a governing addendum to these rules.
- 3.2 Cancelled or postponed games may be made up, or, game schedules may already include games assuming a game may be missed due to weather. These decisions are at the discretion of the league General Commissioner and/or grade level Commissioners and will be shared with coaches prior to the season starting. No games or practices may be rescheduled without commissioner approval.
- 3.2 The league commissioner may cancel games and practices when increased risk to player safety and/or damage to the fields may occur. Additionally, commissioners may limit practice activities to areas where field damage would be reduced. This is never a coach's decision. All decisions regarding field use belong to the commissioners and will be final.

### **Section 4: Minimum Roster**

- 4.1 All teams must have a minimum of 7 players to start a game.
- 4.2 If a team has less than 9 players (10 for 3<sup>rd</sup> grade) they may "call up" players from a designated team in the league below the one you are playing in. Please see **Section 13** for rules regarding playing time for these called up players.
- 4.3 Procedures for playing games with less than a full roster:
- If a team has less than 9 players (10 for 3<sup>rd</sup> grade) for an **Exhibition or Regular Season game** they may borrow defensive players to play the outfield. These players should be the last

three players in the batting line up for that inning by the team providing the players.

Substitutions may happen when a borrowed player needs to go on deck for their turn at bat.

- If a team has less than 9 players (10 for 3<sup>rd</sup> grade) for a **playoff game**. Call up players are allowed (subject to the same rules in **Section 13**).
- 4.4 Players who arrive late are added to the bottom of the batting order.
- 4.5 Any team playing with 7 players **shall** record one out when the batting order is completed.
- 4.6 Any team playing with 8 or more players **shall not** record an out when the batting order is completed.

#### **Section 5:** 10-run rule

- 5.1 A game shall be completed after the end of the top half of the 4<sup>th</sup>, 5<sup>th</sup> or 6<sup>th</sup> inning when the home team is leading by 10 runs or more.
- 5.2 A game shall be completed after the end of the bottom half of the 4<sup>th</sup> or 5<sup>th</sup> inning when the visiting team is ahead by 10 runs.
- 5.3 If the 10-run rule is applied to any game before 90 minutes of game time has expired:
- Teams are encouraged to continue to play the game in an exhibition manner.
  - Umpires are not required to stay on the field for this portion.
  - If an exhibition game is played out, it shall end with the last batter at the plate at the 1:45 time frame to keep games on time.

#### **Section 6:** Pregame Warm Ups

- 6.1 On field warm up time needs to be balanced between the coaches for each team.
- 6.2 Teams should use off field warm up areas such as open fields, batting cages, pitching bullpens, etc.
- 6.3 Batting cages may be assigned by the grade level or general commissioner(s) in advance.

#### **Section 7:** Team Duties for All Games

- 7.1 Coaches shall exchange game lineups (compliant with all playing time rules in **Sections 10-12**) via email by 9 PM the night before the game or at least 15 minutes (hard copy) prior to the scheduled game start time if a coach receives late notice of player(s) not attending. Lineups shall include BOTH the batting order and defensive position assignments for all 6 innings.
- 7.2 If coaches regularly provide lineups that do not meet the requirements in **Sections 10-12**, that coach will be required to have their lineup approved by the grade level commissioner at least one day prior to their game.
- Any coach who routinely and consistently prepares a non compliant lineup will be dismissed from their coaching duties.
  - All coaches are required to use the same game lineup document which will be provided to them by the league and/or general commissioner.

- 7.3 Both teams provide an adult score keeper. The home team score keeper is considered the “official scorekeeper.”
- Both scorekeepers will confer between innings and reconcile pertinent statistics such as score, pitch counts, inning pitched, etc.
  - The official start time, as announced by the umpire after the first pitch, shall be recorded on the top of the official score book.
- 7.4 The visiting team shall provide a score board operator.
- 7.5 Each team will remove all trash from the dugout they occupied.
- 7.6 Coaches whose game is last of that day may be asked by commissioners to assist in the field prep so it is ready for games the following day. All coaches will have a responsibility in getting fields back into game shape after their games.

**Section 8: Coaching/Adult Volunteers During Games**

- 8.1 5 adults are permitted in the dugout during a game. 1 coach, 2 assistants, 1 scorekeeper, and 1 dugout monitor. The scorekeeper is not required to be in the dugout, but may be there if the coach prefers.
- 8.2 Base coaches shall remain within the confines of the coaching boxes.
- 8.3 When on defense, coaches may be outside the dugout; however, they shall remain along the dugout fence.

**Section 9: Pitching**

- 9.1 Any pitch in an inning constitutes an inning pitched
- 9.2 A pitcher must retire or walk the first batter they face before they can be removed (except in the case of injury)
- 9.3 Pitching Limitations: The following table outlines the number of innings and pitches a player is limited to in a given game based on the grade level.

Grade Level	Inning Limitation	Pitch Limitation
3 <sup>rd</sup>	1	30
4 <sup>th</sup>	2	50
5 <sup>th</sup> /6 <sup>th</sup>	3	70

- 9.4 Pitchers are permitted to complete pitching to the batter they are facing when they reach their pitch count.
- 9.5 Pitchers may not wear white long sleeve shirts or sweatshirts.
- 9.6 Pitchers may not wear batting gloves on their pitching hands while pitching.
- 9.7 Only one coach may visit the mound on a defensive time out
- 9.8 Pitchers may receive 1 visit per inning from their coach without being removed. Upon the second visit, the pitcher must be removed.

- 9.9 Pitchers removed in the middle of an inning **are** allowed to return in later innings subject to pitch count and innings pitched requirements.
- 9.10 Intentional walks **are not** permitted.
- 9.11 A pitcher who hits 3 batters in the same game must be immediately removed from the game and they are ineligible to pitch for the remainder of that game.
- 9.12 Extra innings count as innings pitched.
- 9.13 Balks: **applies to 5<sup>th</sup>/6<sup>th</sup> grade only**. Each pitcher may receive 1 warning **per inning** from umpires.
- 9.14 Pitching Machines: **applies to 3<sup>rd</sup> grade only**. Pitching machines are used in lieu of pitchers for 3 of the 6 scheduled innings. They must be used for the first 2 innings. Grade Level and General Commissioners will decide each season when the final inning of machine pitch will happen.
- Both coaches should set up and ensure that the pitching machine is set up and operating with the right accuracy and velocity.
  - A coach from the batting team should stand at the machine to feed balls to the batter
  - The coach operating the pitching machine may not provide base coaching during a play
  - The player playing the “pitcher’s helper position” is required to wear a protective helmet with face guard
  - A coach from the defensive team is responsible for collecting balls that go to the fence and will take them to the pitcher’s mound when necessary
  - If the pitching machine is deemed unusable for any reason by the coaches AND the umpire, a coach from the batting team shall assume that roll.
  - 7 pitches or 3 swinging strikes is a completed at-bat.
    - o A fouled 7<sup>th</sup> pitch is not counted and the player remains in their at-bat
  - A batted ball in play that hits either the pitching machine or the coach feeding balls into the machine is considered a dead ball. That pitch **does not** count against the 7 pitch limit.
  - A ball in play (other than initially off the bat) that strikes the pitching machine or the coach, or comes to rest under the machine, will be considered a dead ball. The umpire will designate which base any runners should be awarded or returned to. This is entirely the decision of the umpire.

## **Section 10: Batting**

- 10.1 All rostered players will bat in continuous order regardless of whether or not they have played or will play a defensive position that inning.
- 10.2 In innings 1-4, the maximum number of runs that can be scored is 6 runs. Innings 5-6 are unlimited. However, the 10 run rule (as earlier defined) is always in play for all games, including playoff and championship games. Also, all time limit rules apply as earlier defined as well.
- 10.3 Any batter injured while batting is replaced by the batter who made the previous out. The new batter assumes the count that the original batter had prior to the injury.
- 10.4 Only the batter at the plate and on deck may have a bat in their possession. No one in the dugout may be in possession of a bat.

10.4.1 All swings by the batter on deck must come from inside the fence and away from the dugout entrance/exit so as to avoid injury of any nearby players.

10.5 The Infield Fly Rule, Dropped 3rd Strike Rule, and bunting rule are listed for each grade level in the table below:

Grade Level	Bunting	Dropped 3 <sup>rd</sup> Strike	Infield Fly
3 <sup>rd</sup>	Not Allowed	Rule Does Not Apply	Rule Does Not Apply
4 <sup>th</sup>	Allowed	Rule Does Not Apply	Rule Does Not Apply
5 <sup>th</sup> /6 <sup>th</sup>	Allowed (and encouraged)	Rule Applies	Rule Applies

**Section 11: Base Running**

11.1 Runners are not required to slide. However, runners that do not slide **and** make contact with a defensive player **who is making a defensive play** may be called out by the umpire. This is strictly a judgment call by the umpire.

- A player who does not slide and makes **intentional** contact with a defensive player will be removed from the game. This is also a judgment call by the umpire.

11.2 No head first slides are permitted. Players are only permitted to return to a base they have rounded in a head first manner. All players should be taught to slide into 2<sup>nd</sup>, 3<sup>rd</sup> and home plate.

11.3 Any runner injured shall be replaced by the player who made the last out for that team.

11.4 If a player is on base, with 2 outs, and is scheduled to play catcher the next inning, the “courtesy rule” should be invoked and that runner replaced by the last player to make an out so that the player can begin to get their catcher’s gear on. The head coach shall announce that to the umpire and opposing coach during a dead ball situation to make that substitution.

11.5 A team with a runner on third base and leading by five or more runs may not steal home on an overthrow from the pitcher to the catcher.

11.6 Only one base advancement on an overthrow (5<sup>th</sup>/6<sup>th</sup> grade). The runner must steal that base, it is not entitled.

11.7 Base Stealing. The following table outlines the rules for each grade level for stealing bases:

3 <sup>rd</sup> Grade	<ul style="list-style-type: none"> <li>- Stealing is not permitted.</li> <li>- Advancing on wild pitches or passed balls is not permitted.</li> <li>- Runners may only advance on balls that are in play.</li> </ul>
4 <sup>th</sup> Grade	<ul style="list-style-type: none"> <li>- Stealing is permitted. Runners are permitted to steal once the pitched ball is over the plate.</li> <li>- Leadoffs are not permitted</li> <li>- Advancing on wild pitches and passed balls are permitted</li> </ul>

5 <sup>th</sup> /6 <sup>th</sup> Grades	<ul style="list-style-type: none"> <li>- Stealing is permitted at any time</li> <li>- Leadoffs are permitted</li> <li>- Advancing on wild pitches and passed balls are permitted</li> </ul>
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11.8 **Pace of play rule:** Once a runner has made any movement toward a base they have rounded, they must return to that base, no further advancement is allowed unless a play to that base is made.

11.9 **3<sup>rd</sup> Grade Only: Base Advancement**

- When a player hits the ball, play will continue until the lead runner is stopped or forced to return to his base – or the pitcher’s helper has control of the ball and is in the pitcher’s circle.
  - o Once play is stopped, the umpire shall call time.
  - o Any runner being more than half the distance to the next base will be allowed to take that base. Runners not half way shall return to the previous base.
- Overthrows at first and third are live balls. Runners may advance one base as long as the defensive team throws the ball to the pitcher’s helper. If the throw is anywhere else, the ball is live and runners may advance at their risk.

**Section 12:** Guaranteed Playing Time on Defense

- 12.1 Every player will play the infield 2 times in the first 4 innings. If your team has 13 or more players, this cannot be achieved. If this is the case (and ONLY if this is the case) each player must play the infield twice in the first 5 innings.
- 12.2 No player may be scheduled to be on the bench for a second inning until every player has been on the bench for an inning. Also, no player may be on the bench for consecutive innings.
- 12.3 Players may play the infield no more than 4 times per game. Pitcher and catcher are considered infield positions.
- 12.4 Players may play **the same** infield position no more than 2 times per game with the exception of pitcher (subject to pitch count rules) and catcher who may play that position 3 times in a game. Rules 12.1 and 12.3 still must be adhered to even if you choose to schedule a player to play pitcher or catcher for 3 innings in a game.
- 12.5 Pitching substitutions must come from a player also playing an infield position. This is required so that rule 12.3 is not jeopardized.
- 12.6 If a coach feels as though a player’s safety is jeopardized by playing the infield, a waiver may be granted but only through a conversation that includes the coach, parents, commissioner and general commissioner. Parents may contact the commissioner or general commissioner directly to discuss if they prefer.

**Section 13:** Call Up Rule

- 13.1 Each team will be instructed by their grade level and general commissioner who is eligible for call ups in the case a team doesn’t have 9 players (10 for 3<sup>rd</sup> grade).

- 13.2 Call up players must bat last in the batting order
- 13.3 Call up players may not pitch or catch.
- 13.4 Call up players **are not** subject to the guaranteed playing time in Section 12. They are permitted to play the infield only after all the regular team players have played their minimum requirements in the infield.
- 13.5 Call up players are only permitted if a team has less than 9 eligible players (10 for 3<sup>rd</sup> grade)
- 13.6 Call up players must be currently registered players in another Carmel Dad’s Club Recreation league.

**Section 14: Equipment**

- 14.1 All players will wear white or gray baseball pants
- 14.2 Any offensive player leaving the dugout for the field of play (i.e. “on deck” batters) shall wear a batting helmet.
- 14.3 Carmel Dad’s Club will provide jerseys, socks and hats.
  - Jerseys must be tucked in at all times
  - Hats must be “bill forward” at all times
- 14.4 No jewelry is permitted with the exception of medical bracelets
- 14.5 Metal cleats are not allowed
- 14.6 All players are required to wear a protective cup.
- 14.7 Catchers must wear a protective mask to warm up a pitcher.
- 14.8 Bat requirements for each grade are outlined in the table below:

Grade	Barrel	Length/Weight/Drop
3 <sup>rd</sup> and 4 <sup>th</sup> Grades	Maximum barrel size is <b>2¼ in</b> diameter.	No restrictions
5 <sup>th</sup> and 6 <sup>th</sup> Grades	Maximum barrel size is 2¾ in diameter	<p>Drop* -8.5 is the maximum length to weight ratio permitted.</p> <p>*There is much discussion every year regarding a bat’s “drop.” The drop is defined as the length of the bat in inches less the weight of the bat in ounces. Therefore a 28 inch bat that weighs 20 ounces is a drop 8.</p> <p>The closer a bat comes to having its length in inches equal its weight in ounces, the more powerful the bat. A high school bat is drop 3 and is therefore has a “larger” drop than the drop 8 bat referred to above.</p> <p>Here’s what you need to know. If -8.5 is the maximum drop allowed: Drop 10 is legal; Drop 7 is not.</p>

- 14.9 Only the first baseman may wear an oversized “first baseman’s mitt.”
- 14.10 CDC will make every effort to provide 2 new game balls for each game played. Umpires will keep these balls at the conclusion of every game for future use.



- 14.11 Any player hitting a home run shall be awarded the ball by the umpire at the conclusion of that inning.
- 14.12 All team equipment shall be kept in the confines of the dugout during their game.
- 14.13 The use of hit sticks/swing sticks are not approved for use in either practices or games.
- 14.14 If at any time (before first pitch, after 3<sup>rd</sup> pitch, etc... any time) a batter enters the batter's box with an ineligible bat, (see section 14.8 for eligibility), the opposing head coach can call time and ask for the bat in question to be shown to him/examined. If the batter is found to be using an ineligible bat as witnessed by another assistant coach or an umpire, the batter will be called out. If two instances occur by the same team in one game, the offending team will forfeit (umpires may leave). If the same team is found guilty of this offense in two games throughout the season, the offending team will lose eligibility from participating in the playoffs. Applies to all games, exhibition, regular season, tournament, etc...

**Section 15: Double Header Rules**

- 15.1 Double Headers may be scheduled for a number of reasons (i.e. to accommodate a schedule for a league with an odd number of teams, to make up games, etc.)
- 15.2 All time limit and playing time rules from the previous document are in force for double headers with the exception noted hereafter.
- 15.3 Pitching limits during a double header. Coaches involved in double headers are required to discuss available pitching limits for the second games that they play with the opposing coach.
  - All pitching limits are in place per rule 9.3 for each individual game.
  - Pitching limits for players who pitch in 2 games of a double header are as follows.

Grade Level	2 Game Inning Limit	Two Game Pitch Limit
3 <sup>rd</sup>	2	50
4 <sup>th</sup>	3	70
5 <sup>th</sup> /6 <sup>th</sup>	4	90

**Section 16: Coaching Expectations**

- 16.1 All coaches are required to contact their players by the date required by their grade level commissioner.
- 16.2 Any players who have not been contacted by email must have a phone call from the coach.
- 16.3 Any players still unreachable should be referred to the grade level commissioner.
- 16.4 All coaches should remain in consistent email contact with their team throughout the season to remind families of upcoming games and practices. Coaches should rarely, if ever, be surprised by player absences on game day. This provides coaches with the information they need to prepare a compliant line up which is crucial to these leagues.
- 16.5 Last minute player cancellations are not an excuse to provide an invalid game day lineup. All playing time rules must be adhered to and games will not start until a valid lineup is produced.

**Other Notables:**

- No dogs or pets of any kind are permitted on CDC property.