

General Recreation Policies and Rules

- No metal cleats shall be worn by any player in the CBA recreational league **EXCEPT ALLOWED IN THE 13/14U LEAGUE.**
- Alcoholic beverages are strictly prohibited at any CBA-sanctioned event.
- Smoking/vaping is NOT permitted anywhere inside the park grounds.
- Coaches, players and spectators are expected to be respectful of the fields, dugouts and park. Please place trash in the proper receptacles and leave the dugouts clean and free from trash when you leave.
- **ABSOLUTELY NO FOUL LANGUAGE WILL BE PERMITTED INSIDE THE PARK GROUNDS!**
- **THE SLIDE RULE IN THE COLLEYVILLE BASEBALL ASSOCIATION WILL FOLLOW THE 7.04.C USSSA rule:**
 “Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and / or catcher. Malicious contact shall supersede all obstruction penalties. Malicious contact is solely up to the discretion of the Umpire. Rule 7.04.C Penalty: The runner shall be called out and may be ejected from the game at the discretion of the Umpires.”
- The home team will keep the official score during the game. Should there be any question during the game by an umpire regarding scoring (including but not limited to batting orders, ball/strike counts, outs or runs scored), the home team scorebook will always prevail. Visiting team is welcome to score the game also and asked to run the scoreboard.
- Umpires will maintain the official game time.
- Any team with at least eight (8) players may begin and /or finish a game without forfeit. **The ninth batter will not result in an out unless that player was ejected from the game.**
- Players arriving late or after their originally scheduled slot in the batting order will be placed at the end of the batting order without penalty. Teams will not be required to take an out for players departing the game early for any reason other than ejection. If a player is ejected from a game, the team will be required to take an out for that player's position in the batting order.
- No infield will be taken by any team prior to the game. This includes pitching from the mound prior to the home team taking the field before the start of the game.
- Any base runner stealing home on a swinging strike is out at the time the bat is swung. If this occurs, the coach of the team at bat will be immediately ejected from the game. A bunt is not a swinging strike. If a base runner is called out for attempting to steal home under this rule, the ball is dead when the bat is swung. Please use caution when running the player at third base in a bases-loaded, two out, 3-2 count.
- Courtesy runners will be allowed in 9U through 13/14U age levels for the catcher and pitcher (as long as there are two outs in the inning) or in the event of injury or illness (regardless of the number of outs in the inning). The courtesy runner will always be the player who made the last batted out of the inning. Courtesy runners for the catcher are mandatory with two outs.
- The batter is required to keep one foot in the batter's box at all times in order to speed up play.
- **No inning will begin at Colleyville City Park after 10:00 PM.**
- Games are considered official and complete after:
 - All innings are completed within the legal time, or Time expired and all innings completed (tie), or Time expired with the bottom half of the inning completed.
- Games interrupted due to inclement weather or field conditions
- 05U through 11/12U age groups are considered completed if 2 1/2 innings are played and the home team is ahead. 13/14U age group is considered completed if 3 1/2 innings are played and the home team is ahead.

Coach / Parent General Info:

Player Age Group Determination:

- A player's "baseball age" is determined by their age on the next upcoming May 1st. Fall season starts a new baseball "year". Players move up to the next age group in the developmental fall season.
- Unless approved by a CBA Officer Director (President, Vice President, Commissioner, Treasurer, Secretary), all players will play within their age group as outlined under USSSA rules.
- Only very special circumstances will allow consideration for a player to play with a younger age group.
- Sibling situations are always considered, but under no circumstance may a player play more than one age group above his own (without CBA Officer Director prior written approval).
- Age groups might be combined, depending on registration numbers.
- Select-level players currently registered in CBA are allowed to guest play for CBA rec teams.

COLLEYVILLE BASEBALL REC DIVISIONS

3U-4U BlastBall

- Fun introduction to baseball for our youngest participants and parents.
- A soft foam ball is used.
- Everyone bats every inning. No outs are recorded.

5U T-Ball

- Building on skills learned in BlastBall, teams will play 10 fielders.
- A rubberized baseball is used.
- Everyone bats every inning. No outs are recorded.

6U Modified Coach Pitch

- A hybrid of T-Ball and Coach pitch. Batters will receive 3 pitches from a coach pitcher. If unsuccessful after 3 pitches, they will be allowed 3 swings off a tee.
- A regular "hard" baseball is used.
- Outs and scores are recorded.

7U-8U Coach Pitch

- Batters will receive 6 pitches. A batter shall be declared out after: Failing to hit a fair ball after six (6) pitches are delivered. There is no allowance for foul balls on the final pitch.

9U-14U Kid Pitch

- Real baseball. Loose bases. Walks, passed balls, etc. (9U fall baseball may play tight bases at discretion of commissioner)

Rec Elevated Play: Premier

Starting at 6U through 10U, Colleyville offers an elevated level of play where games are played against other local associations. In the past, this has included teams from Southlake, Grapevine, Trophy Club, and Flower Mound. At this "Premier" level, head coaches are selected after an application/interview process with the board, and teams are drafted after a tryout.

DRAFT RULES

- Both the Spring and Fall draft will be held at a time and place to be determined by the board. The draft will be controlled by the League Commissioner and the Commissioner will be assisted by individuals from the board or others as directed by the Commissioner.

- Draft order determination: The order in which each team will draft will be determined in a random draw. Separate slips of paper will be marked with a draft position. The total number of draft positions will match the total number of teams in that age group.
- Protected players:
 - The number of “protected” players will be determined by the board of directors prior to the coach look. However, as a guideline:
 - 3U-4U, 5U, 6U: Coaches can form their own teams. It is encouraged that you have a mix of skill levels, hoping to develop everyone. Any teams with open spots will be filled at the Commissioner’s discretion.
 - 7U-8U Rec: All players attend a “coach look” to be eligible to be drafted. Players unable to attend will be added by blind draw or at the discretion of the Commissioner. Coaches can protect up to 4 players (coach + assistant coach kids). Then draft the rest of their team.
 - 9U-10U Rec: All players attend a “coach look” to be eligible to be drafted. Players unable to attend will be added at the discretion of the Commissioner. Coaches can protect up to 4 players (coach + assistant coach kids). Then draft the rest of their team.
 - 11U-12U Rec: All players attend a “coach look” to be eligible to be drafted. Players unable to attend will be added at the discretion of the Commissioner. Coaches can protect up to 4 players (coach + assistant coach kids). Then draft the rest of their team.
 - 13U-14U Rec: All players attend a “coach look” to be eligible to be drafted. Players unable to attend will be added at the discretion of the Commissioner. Coaches can protect up to 4 players (coach + assistant coach kids). Then draft the rest of their team.
 - Protected players do not need to attend Coach look for Rec.
- If either the head coach or assistant coach has more than one child in the age group, one child shall be the protected player and the other child will be designated as the first pick in the draft once the protected players are determined.
- Twins/siblings: If there are twins or siblings in the same age group these will be picked together unless there is
- a written request from the parents to separate the players. If twins/siblings are selected, this will count as the team’s next pick and the team will be required to “skip” a round in the draft order.
- If there are more than 4 teams drafting, players will be drafted utilizing the snake draft. Once all teams have identified their protected players the draft will begin with the team that is chosen as the number 1 draft position. The draft will continue in order to the last position at which time the last position will choose 2 players. The draft will then continue in reverse order and the number 1 pick will have 2 picks when there position is reached in reverse order. The draft will continue in this method till all draft eligible players are chosen. Divisions with 4 or less teams will draft linear. In the event a coach does not have an equal number of protects as the rest of the teams, he shall be awarded 1 extra pick at the end of each round until he has the same amount of players at the other teams.
- Player eligibility: Players that attend the coach look shall be eligible to be drafted. Any player that does not attend the coach look will be placed on teams at the Commissioner’s discretion or in the “blind draw” and chosen at random after all draft eligible players have been taken. **NO BLIND DRAWS WILL BE ALLOWED UNTIL ALL DRAFT ELIGIBLE PLAYERS ARE CHOSEN.**

While CBA acknowledges that there are benefits to an individual coach to "keeping his team together," it is important to realize that the development of the kids is our first priority, and it is important for there to be competitive balance. Also, for the kids, it is beneficial for them to play with different teammates and different coaches.

PREMIER DRAFT RULES:

Based on anticipated Recreation registration numbers for 6U, 7U-8U, 9U-10U, the CBA Board will determine whether there are enough registrations for premier team formation. Coaches are

encouraged to apply to coach a Premier team, before registration begins. For 6U, there must be a minimum of 55 recreation players registered for the formation of 1 team. For 7U/8U, 9U-10U, there must be at least 55 recreation players registered in each division to form a single team. Two teams may be formed, based on CBA Board approval, if a minimum of 70 recreation players are registered in a single division. Also, pure age groups may be formed if registration numbers meet the minimum requirements.

Team Formation will follow the recreational "Draft Rules," as outlined above, The players will be scored and ranked, and the bottom 10% declared ineligible at the draft.

For example, if there are 80 rec players registered, 30 of them attend Premier Coach look, the last 3 are not draft-eligible. Team formation will consist of two 11 player teams from the 27 that are draft eligible.

All coaches' kids and protects must participate in the tryout and must be ranked above the bottom 10%. The draft will consist a rotating selection process. The first team coach, designated by the board during the Coach Selection process, will have the first pick. The second team will have the second pick. This process will repeat in the same linear format for the remainder of the draft. In the event a coach does not have an equal number of protects as the rest of the teams, the coach shall be awarded 1 extra pick at the end of each round until he has the same amount of players at the other teams.

SPRING POSTSEASON ALL-STARS:

To be determined by Premier Commissioner

- The board does recognize the occasional need for "special" considerations. Special considerations should be brought to the attention of the Commissioner at least 24 hours prior to the draft so the Commissioner may ask the guidance of the board if it is needed. In any case, special considerations **MUST** be discussed prior to the start of the draft so all teams are aware of the situation.

Volunteers:

Please make sure anyone that helps out at practices, games, or is even in the dugout, etc has filled out a volunteer background check, which can be entered on the registration site

Equipment:

- Players will need to provide their own glove, bat and batting helmet for practices and games. All batters are required to wear approved batting helmets as soon as they exit the dugout or while standing in the dugout opening.
- Offensive players may not remove their helmet until they have re-entered the dugout.
- Any child serving as a "Bat Boy", assistant coach, base coach, help at practice, etc. must wear a batter's helmet after exiting the dugout.
- Pitchers are required to wear the league provided pitchers' chest protector in 5U-8U.
- Catchers are required to wear:
 - a helmet/facemask -- helmet must include ear flaps.
 - chest protector
 - shin guards

- protective athletic supporter (This includes any time a catcher is warming-up a pitcher)

Bat Policy

All bats must be labeled with either the USSSA 1.15 BPF stamp or the new USA Baseball stamp. Per USSSA rules, either is acceptable for game use. Please see examples of the stamps below:



The maximum length / weight differential for all 14U players is -5 (for the 1.15 BFP standard; USA bats do not list length/weight differential). For all other age divisions, any length/weight differentials are permitted.

Cancellation of Games / Inclement Weather Policy

- In its sole discretion, the CBA or the City of Colleyville may cancel games for any reason.
- The CBA will attempt, subject to field availability and subject to its contract with the City of Colleyville, to reschedule games, based on field availability.
- **The CBA and the City of Colleyville utilize a lightning detection system at Colleyville City Park.** If the system detects a storm in the vicinity, a siren will sound indicating a dangerous situation is eminent. A strobe lamp will also illuminate.
 - **When the first siren sounds, all players, coaches and spectators must leave the baseball fields in an orderly and immediate manner.** Absolutely no one is allowed to remain on the playing fields or sit in the dug outs, stands or stand in the open spaces or green belts around the playing fields and concession stand while the lightning detector's strobe light is illuminated. Players, coaches and spectators are to remain in the parking lot in their cars until either the "all clear" sounds or their team's Head Coach has informed the parents of their team that they have received an "official" confirmation that their game has been canceled. Head Coaches who dismiss their teams prior to receiving an "official" confirmation that the game has been canceled may be subject to receiving a forfeit for dismissing their teams prematurely.
 - Once the lightning detection system indicates danger, coaches and/or umpires may not independently decide to continue play, and play may not resume until the "all clear" signal has been given by the lighting detection system.
 - **The "all clear" signal (three short sounds of the siren and extinguishment of the strobe)** indicates the threat has passed and play may resume, subject to field conditions.
- On Saturday game days, the City makes a determination if fields are playable by 6AM. CBA board members will inform membership via social media and email blasts if games are postponed due to unplayable conditions. If inclement weather occurs during the morning of game play, and conditions do not permit play to resume, then the rest of the day's games will be postponed.

CODE OF CONDUCT POLICY:

Colleyville Baseball Association Code of Conduct is intended to prevent any misunderstanding or misinterpretations when problems occur during the baseball season, the Colleyville Baseball Association Board of Directors has instituted the following Code of Conduct for players, managers, coaches and parents.

Code of Conduct for Players

As a player for the Colleyville Baseball Association, I agree to:

- Respect my manager and coaches. The managers and coaches are volunteers who donate their time to our organization and my appreciation of their help should be reflected in all my actions on the playing field. It is my duty to listen to and follow the directions of my manager and coaches and to obey the rules set forth by the manager and coaches of the teams.
- Respect my team members and other players. I will not insult, criticize or verbally abuse any other player. Such behavior does not promote but destroys team spirit.
- Never resort to physical threats or actions to rectify a situation. Physical outbursts are unacceptable and will be dealt with using a zero-tolerance policy. I will avoid all acts likely to incite violence or disorder. Any occurrence will result in my immediate suspension. Violent behavior towards any player, coach, official or spectator is at all times unacceptable and will lead to immediate suspension.
- Display good sportsmanship at all times. As a representative of the Colleyville Baseball Association, it is my duty to reflect the characteristics of fair play at all times. I will display to others that competition is healthy and I will not lower those standards by engaging in unsportsmanlike conduct. Abusive language is unacceptable, and I'm aware that using vulgar or abusive language will result in my immediate suspension.
- Be a contributor to the Colleyville Baseball Association. I play baseball not only for my own personal pleasure and benefit but for the benefit and as a representative of the Colleyville Baseball Association. I will always give 100% to my team by doing the best job that I can.
- Be proud to be a player for the Colleyville Baseball Association and have FUN doing it!

Code of Conduct for Parents & Families

As a parent of a player in the Colleyville Baseball Association, I agree to:

- Respect the managers and their coaching staff. Managers and coaches are volunteers who donate their time and expertise to the Colleyville Baseball Association. My appreciation of their efforts is paramount to ensuring a willing and ample supply of managers and coaches in the program. I will take practices and games seriously by making sure that my child(ren) are available and on time as scheduled. I will collect my children in a timely manner when practices and games are finished.
- Respect all players. All players are contributors to a team and should be positively encouraged by all parents. I will not engage in insults or criticisms of players. Such behavior does not promote team spirit but breaks apart a team and will not be tolerated.
- Follow proper channels to resolve any dispute with the Colleyville Baseball Association. The Colleyville Baseball Association is willing to assist any parent that has a problem with any of its programs. If I have an issue or problem, I understand that I should approach the manager or coaches of my child's team, the age appropriate commissioner, any individual member of the Board or the entire Board to address it. No parent should ever feel that the Colleyville Baseball Association is unapproachable. If necessary, I agree to abide by the CBA Sportsmanship Committee's Policy & Procedure for filing Grievances.
- Display good sportsmanship at all times. The children are learning to become team players and work toward a common goal. I will always be non-judgmental in my support for their attempts and their outcomes.
- Appreciate that the Colleyville Baseball Association is striving to provide the best baseball program for my children. The programs of the Colleyville Baseball Association are intended to be learning and fun experiences for all players. I will relax and enjoy the youth baseball experience.

Code of Conduct for Managers and Coaches

As a coach and/or manager for the Colleyville Baseball Association, I agree to:

- Respect all players. I will ensure that all criticism I offer to the players will be constructive and balanced with compliments. I recognize that all players are contributors to my team and will treat them all fairly and equitably within my age specific the rules.
- Respect all parents. I recognize that baseball is a big commitment for parents. I will keep my team parents informed as well as possible to ensure that the whole team is pulling in the same direction.
- Follow proper channels to resolve any disputes. I understand that I am not alone in my position as manager or coach. I have a strong organization to assist me in the resolution of problems, issues or disputes. If they arise, I will discuss problems with my manager or coaches, the player(s), the parents, the Board members or the entire Board as necessary. With the manager or coaches I will schedule a team meeting before our first

practice to formulate the expectations for our team.

- Display good sportsmanship at all times. I understand that the players are learning to be good sportsmen and team players and are quick to copy all behavior they see on the field, particularly that of me in my position as manager or coach. I will show respect to my team's manager, coaches, players and parents and the opposing managers, coaches, players and parents at all times. The umpires and fans will also have my respect and I will respectfully take care of the playing fields, facilities and equipment that we use.
- Be a positive contributor to the Colleyville Baseball Association. I will be a positive and caring influence and an encouraging force in teaching the lessons of team play through baseball to all the players I encounter.

Sportsmanship:

- All players, coaches and spectators will conduct themselves properly and with respect for all others at Colleyville City Park.
- All players, coaches and spectators will abide by the rules of Colleyville City Park at all times while on the premises.
- Profanity, assault (whether verbal or physical) or any other abuse of any person by another at any CBA-sanctioned event is strictly prohibited.
- The Colleyville Police will be immediately summoned should any player, coaches or spectators become involved in a fight.
- A duly elected member of the CBA Board may eject any spectator that is exhibiting disruptive behavior. An ejected spectator must leave the park immediately. In the case of a parent who is ejected, must leave the field immediately and wait for the end of the game at their car.
- Ejections:
 - Any player, coach or spectator ejected from a game must leave the field immediately, including the immediate vicinity of the field on which the game is being played. Any ejected party may have no impact on the game from that point forward.
 - Should a coach or player be ejected from a game, this also carries an automatic one-game suspension. The determination date of the one-game suspension will be served will be at the discretion of the CBA Sportsmanship Committee.
 - Additional discipline may be applied as determined by the CBA Sportsmanship Committee.
 - Players may be ejected for deliberately attempting to injure another player through rough play or deliberately throwing equipment. These decisions will be made by the umpires in their sole discretion.

Through the enrollment of my player and/or submitting my volunteer application to coach, I have read and agree to abide by the Colleyville Baseball Association Code of Conduct. I understand that violations of the Code of Conduct may result in suspension and/or removal from my team. I further understand that lack of awareness or a misunderstanding of this standard on my part is not a defense to a charge of misconduct.

Helpful Items for Coaches / Age Division Rules:

Guest Players

- Guest players must be players who are currently registered in the CBA season. In the event a team cannot field a full team (10 for 8U and under, or 9 for 9U and older), guest players may be used to get to that number (10 or 9).
- A guest player cannot force a rostered player to sit the bench. The maximum number of guest players allowed for the 8U age group and under is four (4) players. The maximum number of guest players allowed for the 9U age group and above is three (3) players.
- Guest players must bat at the end of the batting order and may only play in the outfield (or catcher for 8U and under) defensively.
- Guest players must be from the same age group or younger as their host team (**they can be members of a CBA select team roster**)

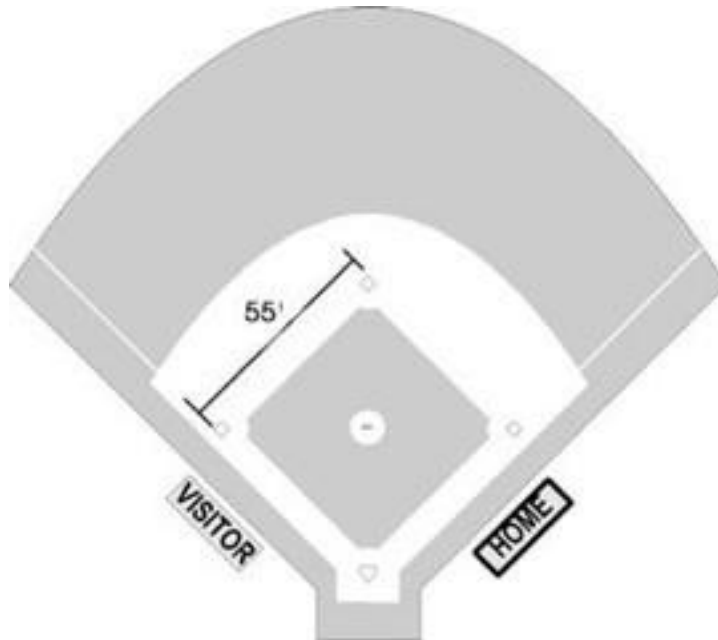
Sample Lineup

Lineups / Rosters - Please exchange rosters before the game at the coaches/umpire meeting to show understanding/intent to follow equal play. It is helpful to print extra copies for scorekeeper, opposing coach, etc.

Position by Inning								
Batting Order	#	Player Name	1st	2nd	3rd	4th	5th	6th
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								

05U Division Rules

Field Dimensions



05U Age Group Summary

Ages:	5 years old by May 1 of the current season (next upcoming May 1st)
Base Path:	55 Feet
Length of Game:	50 Minutes or 4 innings, whichever comes first
Ball Type:	Rawlings TVB ball (or other manufacturer's equivalent)
In Field Fly Rule:	No
Mercy Rule:	No
Ties Allowed:	No
Intentional Walks Allowed:	No
Score Kept:	No
Base Running/Lead Off:	No stealing. Ball must be in play to advance.
Team Formation Method:	Player Request/Coach Return
Equal Playtime Rule:	Yes –

- Each player must play 1/2 of the game in the infield (i.e. 2 inn.'s of a 4 inn. game)
- Enforcement of equal play or infield rotation rules:
 - 1st offense - Coach and / or player may be subject to probation or suspension based on Commissioner's recommendation.
 - 2nd offense - Coach and player suspension and possible forfeiture of game or games based on Commissioner's recommendation.

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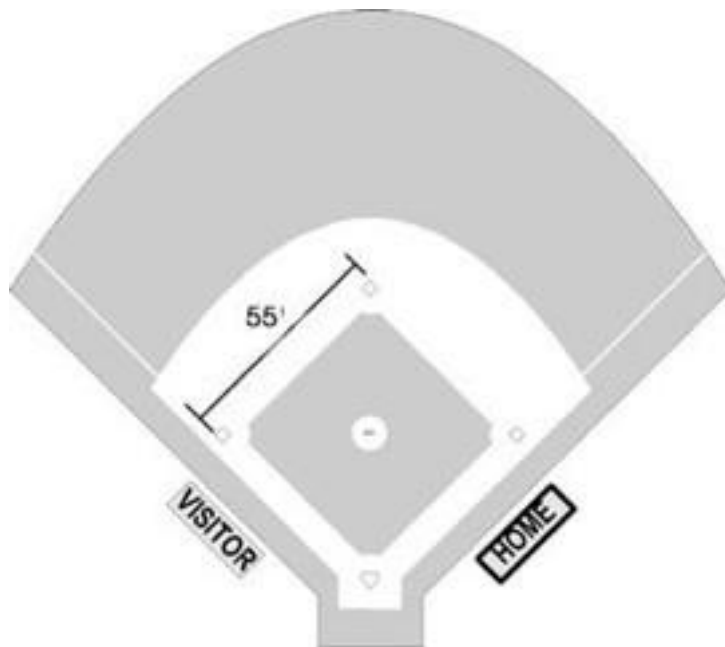
- **3rd offense - Coach suspended for season and possibly next season based on recommendation of the Commissioner.**

Other 05U Division Details

- All players bat in each inning.
- Bases are not cleared after 3 outs.
- Any ball hit must pass the grass cutout in front of home plate to be considered in play.
- All players play in the field defensively, regardless of the number of players in attendance.
- No running on overthrows to any base.
- Any put out at first base must be by throw, unless the ball is fielded by the first baseman. All other players must make a throw to first.
- The defensive player in the pitcher position is required to wear a chest protector.
- Each team must fill the catcher position with a player. No adult catchers will be allowed.
 - Play stops when the ball crosses the base path from throw-ins from the outfield. Play stoppage is called by the umpire and is not subject to appeal.
- No strikeouts. Batter is out after failing to hit a fair ball after six (6) swings.

06U Division Rules

Field Dimensions



06U Age Group Summary

Ages:	6 years old by May 1 of the current season (next upcoming May 1st)
Base Path:	55 Feet
Length of Game	1 hour or 5 innings, whichever comes first
Ball Type:	Rawlings R200USSSA baseball (or other manufacturer's equivalent)
In Field Fly Rule:	No
Mercy Rule	Yes
Ties Allowed	Yes
Intentional Walks Allowed	No
Base Running/Lead Off	No stealing. Ball must be in play to advance.
Score Kept	Yes – By Home Team.
Team Formation Method	Player Request/Coach Return
Equal Playtime Rules	Yes

No player can sit out defensively more than two innings.

No player shall sit out defensively twice before all players sit out defensively once.

Each player must play 1 inning in the infield and outfield within the first 3 innings.

Catcher is considered an infield position.

No player shall play the same infield position more than 3 innings total in a game.

Defensive lineup deviations due to injury or illness may be agreed upon by both coaches.

Coaches shall exchange lineup cards batting order and defensive lineup covering all 6 innings with infield positions highlighted.

- **Enforcement of equal play or infield rotation rules:**
 - **1st offense - Coach and / or player may be subject to probation or suspension based on Commissioner's recommendation.**
 - **2nd offense - Coach and player suspension and possible forfeiture of game or games based on Commissioner's recommendation.**
 - **3rd offense - Coach suspended for season and possibly next season based on recommendation of the Commissioner.**

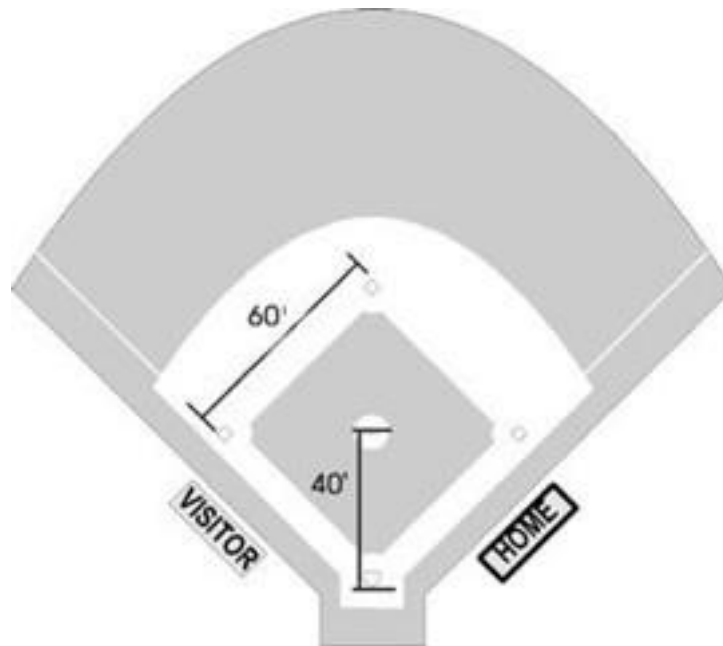
Other 06U Division Details

- Three (3) outs or five (5) runs per inning, whichever comes first.
- All players play in the field defensively. One team may not play with more players defensively than the other team.
- **All players will receive up to three (3) pitches from the coach pitcher.** If the player does not hit or make contact with the third pitch, the player will hit from a tee and have three (3) attempts. If the player is not successful after the third attempt from the tee, the player will be called out. The defensive player in the pitcher position will take his position to the left or right of the coach pitcher and must keep one foot in the dirt portion of the mound until the ball is hit. The defensive player may not be positioned in front of or behind the coach pitcher.
- **The defensive player in the pitcher position is required to wear a chest protector.**
- The coach pitcher:
 - **Must pitch from the pitching rubber and keep one foot in contact with the rubber until the ball is thrown. (if agreeable to both coaches prior to the start of the game at the coaches meeting, for players to have more success, coach pitchers may pitch from no closer than front edge of pitching circle. Use discretion for player and coach safety.)**
 - The coach pitcher may not coach the players at any time while performing his coach pitcher responsibilities, including coaching of the player at bat and coaching while play is in progress.
 - The coach pitcher must leave the field of play immediately after the ball is batted. The coach pitcher must remain in foul territory on either the first base or third base side until the play is over. The coach pitcher may not be behind the plate in foul territory.
- A batted ball:
 - Striking the coach pitcher is a dead ball and is treated as a foul ball and a pitch for the batter.
 - A batted ball (pitched) that settles in fair territory is considered a hit. No need for the hit to reach the cut grass.
 - Any ball hit from the tee must pass the grass cut out in front of home plate to be considered in play.
 - Max hit from any batted ball from a tee is a single. Max advancement by any base runners is one base.
- If the coach pitcher interferes with the fielding or throwing of a ball in fair or foul territory, interference will be called and the batter will be declared out. If the batter has already been put out, another out may be awarded to the defensive team at the umpire's discretion
- On overthrows, players may advance one base at their own risk. Only one overthrow allowed per play.
- Each team must fill the catcher position with a player. No adult catchers will be allowed.
- OK to play more than 10 on field. Position extra fielders in Outfield. Outfielders must start prepitch on grass past infield dirt.
- Play stops when the ball crosses the base path from throw-ins from the outfield
- Play stoppage is called by the umpire and is not subject to appeal.
- The batter is out after failing to hit a fair ball after six (6) swings. (3) from coach pitcher and (3) from the tee
- Only CBA registered coaches/volunteers permitted in dugout or onfield. Coaches must remain in dugout area only. Any CBA registered "older brothers" may stand behind home to throw balls back to pitcher while wearing a batting helmet.
- Max 5 runs scored per inning. Mercy rule, game is over if team is leading by 11 after 3, 6 after 4.

07/08U Division Rules

7U/8U Division Rules

Field Dimensions



07/08U Age Group Summary

Ages:	7 or 8 years old by May 1 of the current season (next upcoming May 1st)
Base Path:	60 Feet
Pitching:	40 Feet from front of pitching rubber to back of home plate
Length of Game	1 hour & 15 minutes or 6 innings, whichever comes first
Ball Type:	Rawlings R200USSSA baseball (or other manufacturer's equivalent)
In Field Fly Rule:	No
Mercy Rule	Yes
Ties Allowed	Yes
Intentional Walks Allowed	No
Base Running/Lead Off	No Stealing. Ball must be in play to advance. Runners advance at their own risk.
Score Kept	Yes – By Home Team.
Team Formation Method	Coach Look & Draft
Equal Playtime Rules	Yes

No player can sit out defensively more than two innings.

No player shall sit out defensively twice before all players sit out defensively once.

Each player must play 1 inning in the infield and outfield within the first 3 innings.

Catcher is considered an infield position.

No player shall play the same infield position more than 3 innings total in a game.

Defensive lineup deviations due to injury or illness may be agreed upon by both coaches.

Coaches shall exchange lineup cards batting order and defensive lineup covering all 6 innings with infield positions highlighted.

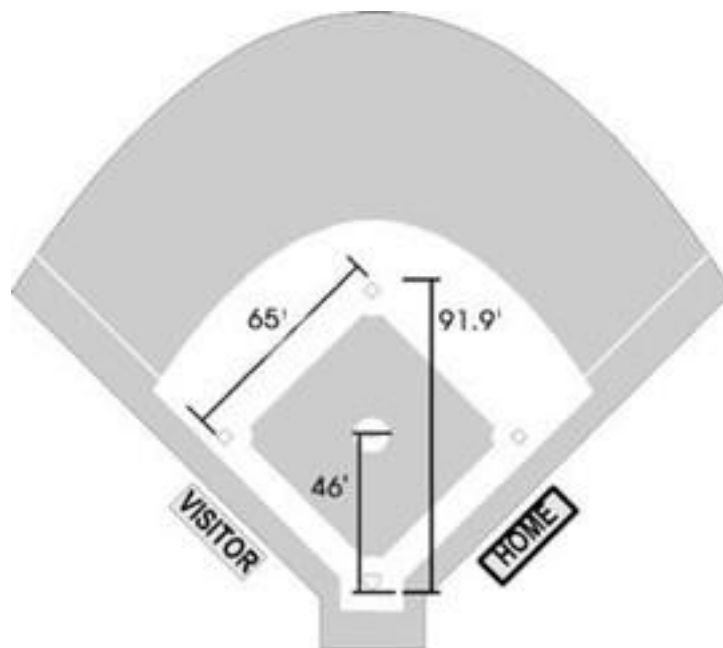
- **Enforcement of equal play or infield rotation rules:**
 - **1st offense - Coach and / or player may be subject to probation or suspension based on Commissioner's recommendation.**
 - **2nd offense - Coach and player suspension and possible forfeiture of game or games based on Commissioner's recommendation.**
 - **3rd offense - Coach suspended for season and possibly next season based on recommendation of the Commissioner.**

Other 07/08U Division Details

- All players who attend the game will bat in a continuous batting order (all players will bat) and play under the free substitution rule.
- No inning will be started after the time limit is reached. At the time limit, if visiting team can not at least tie the game or once home team takes the lead, the game is completed.
- Max 5 runs scored per inning. Mercy rule, game is over if team is leading by 11 after 4, 6 after 5.
- The defensive player in the pitcher position will take his position to the left or right of the coach pitcher and must keep one foot in the dirt portion of the mound until the ball is hit. The defensive player may not be positioned in front of or behind the coach pitcher.
- **The defensive player in the pitcher position is required to wear a chest protector.**
- The coach pitcher:
 - Must pitch from the pitching rubber and keep one foot in contact with the rubber until the ball is thrown.
 - Must pitch from a standing position.
 - May not coach the players at any time while performing his coach pitcher responsibilities, including coaching of the player at bat and coaching while play is in progress.
 - Must leave the field of play immediately after the ball is batted. The coach pitcher must remain in foul territory on either the first base or third base side until the play is over. The coach pitcher may not be behind the plate in foul territory.
- A batted ball:
 - Striking the coach pitcher is a dead ball and is treated as a foul ball and a pitch for the batter.
 - Hits the coach pitcher and is the final allowed pitch to the batter, the batter is out.
 - That settles in fair territory is considered a hit. No need for the hit to reach the cut grass.
 - If the coach pitcher interferes with the fielding or throwing of a ball in fair or foul territory, interference will be called and the batter will be out. If the batter has already been put out, another out may be awarded to the defensive team at the umpire's discretion.
- A pitch hitting a batter is treated as a pitch and first base is not awarded. If it is the final pitch (6th), the batter is out.
- A batter shall be out after failing to hit a fair ball after 6 pitches. No allowance for foul balls on 6th pitch.
- Only CBA registered coaches/volunteers permitted in dugout or onfield. Coaches must remain in dugout area only. Any CBA registered "older brothers" may stand behind home to throw balls back to pitcher while wearing a batting helmet.
- Runners advance at their own risk on overthrows.
- Play stops when the ball thrown from the outfield crosses the base path, is in control of a defensive player and the lead runner is not attempting to advance. Defense must control the lead runner.
- Play stoppage is at the umpire's discretion and is not subject to appeal.
- No more than ten (10) defensive players may play the field on defense.
 - Four (4) outfielders must be used if ten (10) or more players are present at the game.
- The outfield will be considered the grass portion of the outfield. A force out will NOT be awarded to the defensive team if the ball is fielded by an outfielder who was lined up in the dirt portion of the infield prior to the batter's swing.
- Game scores are recorded in the Coach Portal by the winning coach.

9U/10U Division Rules

Field Dimensions



9U/10U Age Group Summary

Ages	10 years old by May 1 of the current season (next upcoming May 1st)
Base Path	65 Feet
Pitching	46 Feet from front of pitching rubber to back of home plate
Length of Game	1 hour & 30 minutes or 6 innings, whichever comes first
Ball Type	Rawlings R200USSSA ball or other manufacturer's equivalent
Infield Fly Rule	Yes
Mercy Rule	Yes
Ties Allowed	Yes
Intentional Walks	Yes
Balks	Yes
Slashing	No
Base Running	Loose
Dropped 3 rd strike	Yes
Score Kept	Yes – By Home
Team Formation	Coach look & Draft
Equal Play Rules	Yes

No player can sit out defensively more than two innings.

No player shall sit out defensively twice before all players sit out defensively once.

Each player must play 1 inning in the infield and outfield within the first 3 innings.

Catcher is considered an infield position.

No player shall play the same infield position more than 3 innings total in a game.

Defensive lineup deviations due to injury or illness may be agreed upon by both coaches.

Coaches shall exchange lineup cards batting order and defensive lineup covering all 6 innings with infield positions highlighted.

Other 10U Division Details

- All players in attendance for the game will bat in continuous batting order and play under the free substitution rule.
- Game length is 1:30 or six (6) innings, whichever comes first.
 - The next inning begins as soon as the home team makes the final out in the previous inning.
 - No inning will be started after the time limit is reached.
- Age group pitching rules:

Age	Daily Max (Pitches in Game)	Required Rest (Pitches)					
		0 Days	1 Days	2 Days	3 Days	4 Days	5 Days
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-14	95	1-20	21-35	36-50	51-65	66+	N/A

Pitcher may finish current batter when limit reached. Any batted

ball: fair, foul, or tip count towards limit.

Neither Warmups nor Pickoff attempts is counted towards limit.

- **Enforcement of pitch count, equal play or infield rotation rules:**
 - **1st offense - Coach and / or player may be subject to probation or suspension based on Commissioner's recommendation.**
 - **2nd offense - Coach and player suspension and possible forfeiture of game or games based on Commissioner's recommendation.**
 - **3rd offense - Coach suspended for season and possibly next season based on recommendation of the Commissioner.**
 - **Once player pitch limit has been met, umpire has the authority to pull pitcher if situation is deemed necessary for the safety of the player.**
- Max 5 runs scored per inning. Mercy rule, game is over if team is leading by 11 after 4, 6 after 5.
- Loose bases (lead offs) will be played during all games. If directed by Commissioner, "Tight bases" may be played during Fall baseball season.
- Balks will be called after a pitcher is given one warning (one warning per pitcher).
- Running on a dropped third strike is permitted pursuant to USSSA and Major League Baseball rules.
- Game scores are recorded in the Coach Portal by the winning coach.

11/12U and 13/14U Division Rules:

Equal play rules apply:

No player can sit out defensively more than two innings.

No player shall sit out defensively twice before all players sit out defensively once.

Each player must play 1 inning in the infield and outfield within the first 3 innings.

Catcher is considered an infield position.

No player shall play the same infield position more than 3 innings total in a game.

Defensive lineup deviations due to injury or illness may be agreed upon by both coaches.

Coaches shall exchange lineup cards batting order and defensive lineup covering the first 3 innings with infield positions highlighted.

Refer to the current interlock rules found here:

<https://www.leaguelineup.com/handouts.asp?url=interlockbaseball>