

# C-Ball Community League Baseball Rules

## DT, Reeds, Southwood/Southmont and Churchland Communities

\*\*\* REVISED April 10, 2020\*\*\*

1. **[Player Eligibility]:** Players must not be 7 years of age before May 1st of the current playing/school year.
2. **[Game Length]:** A game will consist of 5 innings or one (1) hour and fifteen (15) minutes. If the game is tied and less than 5 innings have been played, but there is less than 10 minutes left after that inning ended, play will continue until time has expired and both teams have batted the same amount of times. During playoffs, extra innings will be played until a winner has been determined.

From **Article 2** of the Davidson County Babe Ruth Boys Local League Rules for the Rookie Division: *If a game is called for whatever reason before the five (5) innings or one (1) hour and fifteen (15) minute time limit, i.e. Rain, in order for a game to be official, the home team must have scored more runs in three and one-half (3 ½) innings than the visiting team has scored in four (4) complete innings. If the game is called before this for whatever reason then the game will be picked up at that point when make-up date is rescheduled. If the required innings have been played, and the game is called during an inning without the home team having an at bat during that inning, then the game will be rescheduled for the next available make-up date and picked up at that point in the game (assuming the home team is behind and by seven (7) runs or less). If the home team is behind by more than seven (7) runs then the game will become official.*

3. **[Game Conclusion]:** A new inning will commence as long as there is 10 minutes or more left in the time limit. However, the bottom of that inning is not required if the home team has the lead after the top of the inning has concluded. If the home team has 7 or fewer than 7 runs than the visiting team, the inning will be finished and at that time the game will be concluded.
4. **[Inning Length]:** A team will continue to bat in an inning until seven (7) runs or three (3) outs are recorded, whichever comes first.
5. **[Inning Commencement]:** The next inning is considered begun once the third out has been made in the prior inning and there is at least 10 minutes or more remaining in the time guidelines. The umpire will indicate the commencement of each half of an inning. First violation will result in a warning, and any subsequent violation will result in penalties (as noted below in rule 6).
6. **[Delay of Game]:** Each team will promptly take their respective positions for each inning, top and bottom. First violation will result in a warning, and any subsequent violation will result in an OUT for their team for every 30 seconds delayed if they are the batting team, or will result in a RUN against their team for every 30 seconds delayed if they are the defensive team.
7. **[Catcher Readiness]:** Coaches, have your catcher suited up and ready to take the field. Five or more minutes of game time is wasted while waiting on a catcher. Please assign someone in your dugout to take on getting the catcher equipped and ready to play.
8. **[Minimum Number of Players]:** Each team must begin a game with at least 8 players or the team with less than 8 players will forfeit. If playing with 8 players, the catcher will play in the outfield and a coach will catch for that team, however, the coach catching for the team cannot intervene once the opposing team has struck the ball. An out will be recorded for the 9<sup>th</sup> spot in the batting order for said team with 8 players until/unless a 9<sup>th</sup> player arrives.

9. **[Player Playing Time]:** All players will play in the field and bat. Basic 6-position infield will be used, and remaining players should be positioned in the outfield at the grass demarcation, or where the umpire deems necessary if the infield dirt stretches out further on certain fields. If there are at least nine (9) players present, a catcher is required.
10. **[Injured Player]:** If a player is injured during a play, runners will advance to next base only. (Umpire will make the call.) If an injured/sick player cannot continue to play, their spot in the batting order may be skipped without penalty and that player must remain out of the remainder of the game. Please alert umpire and opposing team so lineup can be adjusted.
11. **[Uniforms]:** Uniforms for each respective team will be alike in color and all jerseys must be numbered.
12. **[Catcher's Gear]:** Catchers must wear a helmet w/ mask and a chest protector at all times while behind the plate.
13. **[Baseball Type]:** A regular sized RIF Level 5 baseball (*only*) will be used.
14. **[Bat Regulation]:** A bat size of 2 1/4" or 2 5/8" barrel aluminum bats will be used, with a 30" maximum length.
15. **[Helmets (batting)]:** All batters and base runners must wear helmets at all times.
16. **[Helmets (fielding)]:** All pitchers must wear a helmet w/mask while playing the pitcher position at all times.
17. **[Coaches]:** All coaches must stay in front of the dugout, or in the dugout, unless they are helping in the outfield, coaching a base or pitching to their batters. Defensive coaches in the outfield must position themselves in the grass where they will remain during play. One (1) defensive coach may stand behind the catcher when the defensive team is in the field. *This will speed up the game.* One (1) coach from the team hitting may stand behind the catcher, if needed, also, to assist with the tee and help speed up the game.
18. **[Pitching/Coaches]:** Coaches will pitch to their teams at any distance deemed necessary for each individual batter. Once a batter has struck the ball the coach will immediately remove himself/herself from playing field. This coach cannot coach/yell from the middle of the playing field. Coaches will pitch overhanded to boys and may pitch underhanded to girls.
19. **[Batting]:** Each batter can have up to 5 pitching/hitting attempts. The first 4 attempts must be pitches by the coach. The remaining attempt at hitting may be from a tee, but using the tee is not mandatory. If the batter strikes the fifth ball foul or foul tips the fifth ball the batter shall receive another attempt until the batter either misses the ball or hits the ball in play. ***If the batter hits the tee, but does not strike the ball, and the ball rolls forward any distance, it is an out. (Umpire judgment)***
20. **[Throwing Bat]:** Each team will receive 1 warning for throwing the bat. After the warning is issued, every subsequent batter who throws the bat will be out. (Umpire will make the call.)
21. **[Dead Ball]:** Any batted ball that directly hits a pitching coach as its first initial contact in the field of play is ruled dead. The batter will bat again with no penalty of pitch.
22. **[Playable Ball]:** No bunting. The ball must travel 6' into fair territory, or past the arc that is lined off in front of home plate, however far that is on each particular field.
23. **[Base Running]:** No base stealing. Runners must remain on base until ball is hit. Runners off bases when pitch is made will be called out. (Umpire will make the call.)
24. **[Assisting Runners]:** Coaches are not allowed to touch the base runners. Each team will receive one warning and any subsequent occurrence will result in the runner being called out.

25. **[Infield Positioning]:** A line will be placed on the infield side of 1st base and 3rd base. This line will mark 6' from each base towards home plate. All infield players must stay completely behind these perpendicular lines on the 1st and 3rd base lines while coaches are pitching to their respective team until the batter strikes the ball. The only exceptions are the pitcher whom must have both feet inside the pitcher's circle, which has a center point of 42' from home plate and has a 12' diameter, and the catcher whom must stay behind home plate until the batter strikes the ball.

26. **[Calling "TIME"]:** Time is called when a player has the ball inside the baselines (imaginary line b/t 1<sup>st</sup> & 2<sup>nd</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> also) and that player holds up the ball calling "Time". Runners over half way to next base will be allowed to advance while those less than half-way will return to previous base. If a lead runner is forced to go back to the previous base, any player over half-way to the same base must return to their previous base as well, if they are forced.

27. **[Fielding a Ball]:** Infield players are not allowed to go to the outfield and field the ball (unless they made contact with it while trying to make initial play). Outfielders must throw the ball in from the outfield. If this rule is not obeyed all runners will advance one base. If there was an out made by the illegal procedure described, the out is not counted. The defensive pitcher is not allowed to assume the position of any baseman (not including home plate). He/she cannot tag a base for an out (tagging home plate is the ONLY exception). The runner will be called safe at any other base.

28. **[Ball Rolling/Throwing]:** No rolling, intentionally bouncing the ball or throwing it directly into the ground in order to make a play. (Runner will be ruled safe). *Coaches, teach your players to practice throwing the ball correctly.*

29. **[Throw Away Balls]:** All runners may only advance one additional base during a throw- away occurrence at First Base. Runners will not be guaranteed the additional base and can be thrown out/tagged out during the additional base attempt. If the defensive team gets the ball back within the base lines and calls "time" and the runners are not past the half-way markers, the players not past the half-way markers must return to the previous base. If the lead runner is forced to go back to the previous base, any player over half-way to the same base must return to their previous base as well. The defensive team may attempt to throw out an advancing runner and will not be penalized an additional base awarded to offensive team for additional throw-away balls while doing so. (Umpire will make the call.)

30. **[Pitcher Throwing to First Base/Bases]:** Pitchers must make an attempt to throw overhand to make an out at first base or other bases. Pitchers will not be allowed to intentionally make a throw to where ball hits the ground and rolls or bounces to base(s). In attempting to get the runner out at 1st base the pitcher must throw the ball if he/she fields it in or near the circle (umpires discretion). This will be a judgment call by the umpire. The runner will be called safe if put out at base(s) when rule is violated. *Coaches, you need to be teaching your players the proper ways of the game.*

31. **[Excessive Running by Defense]:** Players are not allowed to run the offensive runner around the bases to make the out. The umpire will warn the team(s) if he/she feels like it is excessive running. If it continues the offensive runner will be called safe if tagged out. In attempting to get the runner out at 1st base the pitcher must throw the ball if he/she fields it in or near the circle (umpires discretion). The pitcher can tag a runner going to first base ONLY if the play draws them towards the 1<sup>st</sup> base line and the batter/runner hasn't passed the pitcher fielding the ball. If the runner has passed the pitcher, the pitcher MUST throw the ball. They cannot chase the batter turned base runner down the baseline towards first base (excessive running). Plays at home: Pitchers will be allowed to make plays at the plate. If the runner turns around and heads back towards third base, then the pitcher can chase the runner heading back to the base. *(Rule is in place to get the player(s) to throw the ball to make the out.)*

32. **[Sportsmanship]:** Coaches, please remember these are 4, 5 & 6 year olds. If you have a question with a call, the head coach (only) may approach the umpire. Coaches are responsible for their dugout and parents.