

11/12 A & AA Kid Pitch Rules

RULES

- The playing rules CFBBA uses shall be the USSSA rules as published on the USSSA.com website, except as modified herein.
- If you have any questions regarding rules, please reach out to your age group VP for clarification.

GENERAL DESCRIPTION

- Knowledge of the overall concept of baseball including more in-depth strategy is learned while players continue to refine their baseball skills in a competitive atmosphere.
- Each team must have a minimum of 8 players, less than 8 players will result in a forfeit.
- Pool players may be used to bring the roster to 9 players. Please see pool player rules at the bottom. Know your pool player rules. Breaking pool player rules will result in a forfeit.
- Two umpires per game
 - Games may, due to umpire absence, be limited to one umpire.
 - Judgment calls are final and cannot be disputed or protested.

PREGAME REQUIREMENTS AND SCORING

- Everyone:
 - At the plate meeting, let the umpires know which division your team is in and go over the rule caveats. Umpires can ump in several different youth leagues, going over the rules at plate meetings can prevent issues during the game.
 - Provide two game balls to the umpire. If balls are fouled, umpires may ask for additional baseballs. Please have a couple of gently used baseballs ready.
- Home team:
 - Assigned the 1st base dugout.
 - Home team for the first game of the day sets up the bases if not already set
 - Chalks the base lines and batters boxes
 - **Failure to chalk the field will result in the loss of home field advantage in real time. Home and away can be swapped at the plate meeting.**
 - Must complete the scorebook via the league created **GameChanger team**.
 - Remember the **final score** and **scorekeeping** (plays, batting, outs etc.) must be recorded in GameChanger, just as you would on the old paper books. We need this data, should a team protest the game / player.
 - **Note:** Teams that have more than one Game Changer (the leagues and your own) please have someone doing both of your GameChangers or at a minimum the leagues Game Changer.
 - **Failure to keep a proper book (score & scorekeeping) will result in an automatic forfeit.**
 - *If you have any questions regarding chalking the field or keeping the book, please reach out to your VP.*
- Visiting team:
 - Assigned the 3rd base dugout.

- Must set the batting line up in Game Changer. This will allow the home team to scan the line up in their GC and help prevent the home team from having to manually enter everything at the start of the game.
- Both teams:
 - ***ALL teams in this age division must enter jersey numbers in Game Changer at the start of the season.*** This only needs to be done once for the duration of the season. This rule exists to help home team keep a correct book.

POSTGAME REQUIREMENTS

- Stephanie will go in and pull the final game scores from there. Coaches do not have the ability to report the score on the website.
- Home team of the last game puts up the bases (FB Fields Only)

FORFEITED GAMES

- All teams involved in a scrimmage due to forfeiture will vacate the playing field at least one- half hour before the next scheduled game.
- Umpires are not allowed to remain for any scrimmage which may result from forfeited games.
- A team failing to field at least eight (8) uniformed players within the grace period must forfeit the game.
- If a team starts the game with only 8 players, the missing ninth player will be an automatic out until they enter the game. This occurs in the ninth batting position.
- Teams are allowed a fifteen-minute grace period after the regularly scheduled game time to field the required number of uniformed players. The clock starts running when the umpires/coaches start the plate meeting.

POSTPONED / RESCHEDULED GAMES

- Games will only be rescheduled if postponed or canceled due to weather.
- Make-up games are rescheduled based on field, umpire availability and blackouts.

GAME PLAY

- All games will finish the inning unless the home team is winning.
- 5-minute rule: no NEW inning may be started with 5 minutes or less remaining in regulation time.
- Artificial noisemakers are forbidden and include items like air horns, whistles, cowbells, musical instruments, and any other amplified device. Music & speakers are welcome – please be courteous to the other team.

FULL ROSTER BATTING

- Full roster batting will be used in this age group.
 - If a player becomes injured or unable to play, his spot in the order will not be considered an out unless the batting roster falls below 9 players.

ROSTER ADDITIONS

- A player may not be added to a roster in-season without prior board approval.
- Any player added to the roster of a team after the first game of the season is ineligible to pitch or catch without board approval. All roster additions must be

approved by the age group vice president.

- Paperwork on all roster additions must be provided before the player plays in a game, with the exception of pool players.
- Players can only play on one team in CFBBA – there is no exception to this rule.
- A player may play on a CFBBA team and another team that does not play in CFBBA (such as a select or traveling team). CFBBA is not responsible for scheduling conflicts that arise due to playing on multiple teams.

POOL PLAYERS

- Pool players are allowed to be used if a team has less than nine rostered players available. The pool player must be registered in CFBBA.
- You can only use pool players to bring your lineup to nine players.
- Pool players must wear their normal team jersey.
- Pool players cannot pitch or catch and must bat last.
- If at any time during the game one or more of the players on the standard team roster show up the non-roster players will be replaced with the roster players.
- League age requirements are in effect.
- Players registered to play in an AA division may not pool play in a single A division.
- Players registered for a single A division may pool play for a team in the AA division of their own age group.

PLAY INTERRUPTION

- Team huddles are allowed at the umpire's discretion. Umpires should discourage such huddling when it tends to delay a game.

COACHES LEAVING COACHING BOX

- No coach is allowed to leave his coaching box or dugout and enter the playing field without first receiving permission from an umpire. The coach's box is defined by the length of the dugout and the foul line.

APPEALS / PROTEST

- What is an illegal player? Some examples...
 - Not using the pool player rule appropriately
 - A kid pitcher that has pitched over the allowable amount.
 - Using pool players in post season
- If you are not sure of a player situation, please reach out to your age group VP for help.
- Please keep in mind that head coaches are responsible for all rules.
- If you feel your opponent is using an illegal player, please complete the following steps:
 - Notify the umpire that you will finish the game but under protest.
 - Gather as much evidence as you can. i.e., photos, line up, Game Changer etc.
 - After the game, email your age group VP. Send them all that you have.
 - Your VP & the Board of Directors will try to determine if an illegal player was used.
- Consequences if you are found to have an illegal player:
 - 1st offense: team forfeit & head coach receives a warning.
 - 2nd offense: team forfeit & head coach receives a 2-game suspension.
 - 3rd offense: team forfeit & head coach will be suspended for the season.

EJECTIONS

- Any coach who requests time and then once it is granted proceeds to question, dispute, argue, or in any way displays disapproval with a judgment call such as, but not limited to, balls, strikes, safe, out, fair, foul, obstruction, interference, unsportsmanlike conduct, or balks, etc. shall be removed from the game and required to leave the confines of the playing and spectator areas.
- The parking lot is the closest the ejected person can be to the field. For failure to leave, the head umpire has the option of forfeiting the game to the other team.
- Any ejected coach or manager is subject to suspension from the next game played by that team at the age group VP & league president's discretion.
- Any coach or manager ejected for a second time will be suspended for 4 games beginning with the next game.
- The third time a coach or manager is ejected, the coach or manager will be removed from their position as coach or manager for the remainder of the season.
- If a manager or coach makes any physical contact with an umpire:
 - That manager or coach shall be ejected from the game and required to leave the confines of the playing and spectator areas.
 - A minimum four-game suspension comes into effect beginning with the next game.
 - Any subsequent ejection for physical contact will result in the coach / manager's dismissal for the season.
- Control of spectators is the direct responsibility of coaches and their respective teams.
 - If an umpire warns any spectator to refrain from continuous verbal or physical disagreement/harassment, the coach or manager of the spectator's team is directed to control his spectator. The individual will be warned that continued action will result in his or her ejection.
 - If ejected, the individual(s) and the coach must leave the premises within 2 minutes, or the game will be forfeited.

PLAYER SUSPENSION

- A player ejected from the game is subject to a one game suspension, subject to appeal to the age group VP & Divisional Presidents.
- A player ejected for a second time will be suspended for 2 games, beginning with the next games played by the players team.
- Ejected players are required to remain in the dugout.
- Suspended players are required to serve their suspension in the dugout during the games for which they are suspended.

JEWELRY

- Players are not allowed to wear jewelry, except for medical information/identification.

SUNGLASSES

- Only prescription sunglasses are allowed while a player is at bat or pitching. All other fielders may wear standard sunglasses.

PLAYING FIELD

- Base distances
 - The distance between the bases is 70 feet.
- Pitching Mound
 - The pitchers mound is 50 feet from home plate.

BATTERS AND BASE RUNNERS

- Shall wear batting helmets at all times

CATCHERS

- Shall wear full catchers gear, including helmet, mask, chest protector, and shin guards and athletic cup.

PITCHING

- Pitch scoring: The week begins Monday at 12:01 am.
- One pitch DOES NOT constitute an inning
- Pitching limits
 - Seven (7) innings per day
 - Ten (10) innings per week
 - 40-hour rest rule applies
- Balks
 - If a right-handed pitcher steps toward third base and then throws or fakes a throw to first it will be considered a balk.
 - **A division**-Flagrant balks will be called after a pitcher is given 1 warning.
 - **AA division**-Flagrant balks will be called with no warning.
- Pitching rule violations are subject to game forfeitures as deemed necessary by the league, as well as player/coach suspensions under the discretion of the league.
- The 40-hour rest rule does apply in league play. Any pitcher pitching 3 innings (nine outs) in a day may not return the next day to pitch.
- Pitchers warm up:
 - Start of game: 8 pitches
 - New Pitcher: 8 pitches
 - Between Innings: 5 pitches or 1 minute (umpire's discretion)
 - If a player receives the allowable 8 warm-up throws as a relief pitcher but does not face a single batter the player is not credited with an inning pitched.
 - If a player pitches in an inning and does not record an out the player is not credited with any outs.

OFFENSE

- Bunting is allowed; however, slash bunting is not.
 - Slash bunting is when a batter shows intent to bunt, then draws his bat back and takes a swing at the pitch.
 - If in the umpire's judgment, a batter tries to slash bunt (whether there is contact or not), the ball will be declared dead, no one can advance, and the batter will be called out. There is no warning for this rule. A batter who shows bunt must either bunt the ball or take the pitch.
 - A second offense by a team in the same game will result in that player, as well as the head coach, being ejected.

BASE RUNNING

- Courtesy runners
 - Pitcher of record (pitcher who was pitching when last out of the prior inning was recorded) anytime is allowed.
 - Catcher of record (catcher who was catching when the last out of the prior inning was recorded) anytime is allowed.
 - Runner will be last batted out, or next to last out if pitcher or catcher is the last out.
- Malicious contact rule will be enforced. Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and the catcher. Attempting to jump, leap, or dive over the fielder or catcher is not interpreted as seeking to avoid contact. Malicious contact shall supersede all obstruction penalties. Penalty: Runner is called out and may be ejected from the games at the discretion of the umpire. This is a judgment call and cannot be protested.
- Head first sliding is allowed but not recommended.

REGULATION GAMES

- Games duration: Six (6) innings, or 1 hour 40 minutes
- Mercy rule:
 - A & AA - 15 after 3 & 8 after 4
- Run limits:
 - A: 5 runs per inning
 - AA: no per inning run rule
- Game time starts on umpire's call (usually the start of the plate meeting).
- Forfeit will be recorded as a 6-0 game.
- When a game is tied at the end of regulation time, it is considered a tie game and will not be played in extra innings unless time remains in time limit. Tie games count in the standings as 1/2 win & 1/2 loss.

SUSPENDED GAMES

- If a game is suspended, it will be considered complete if three innings have been played or if it is the bottom of the third and the home team is ahead.

END OF SEASON RANKING

- Final team standings will be calculated by best overall win/loss/tie records over the season (winning percentage), in the Spring season only.

TIE BREAKERS

- In the event of a tie for 1st Place, tie breakers will be determined as follows. TWO TEAM tie breaker:
 - First Tie Breaker = Head-to-head (best win/loss/tied records in games between the two teams)
 - Second Tie Breaker = Best win/loss/tied record in games played within the teams division.
 - Third Tie Breaker = Difference of runs scored vs. runs allowed.
- THREE OR MORE TEAMS tie breaker:
 - If two teams remain tied after a third team is eliminated during any of the

following steps the tiebreaker reverts to the two-team format.

- First Tie Breaker = Head-to-head (best combined win/loss/tied record among the teams)
- Second Tie Breaker = Best combined win/loss/tied record in games played with the teams in their division.
- Third Tie Breaker = Difference of runs scored vs. runs allowed.

EQUIPMENT

- Rubber cleats are allowed (not mandatory); metal cleats are NOT acceptable.