CENTRAL LAFOURCHE BASEBALL ASSOCIATION

Revised 2/10/2025

I. Governing Rules
   A. The CLBA Constitution and By-Laws and Local Rules supersede all other rules.
   B. In the absence of a specified local rule, the official USSSA rules shall prevail.
   C. Background checks by the Lafourche Parish Sheriff's Office are required for all personnel participating in the operation of the CLBA. This includes, but is not limited to: coaches, board members, umpires, official scorekeepers, and paid concession stand workers.
   D. C.L.B.A. Insurance Policy- See addendum I.

II. Team Makeup
   A. Player Registration
      1. Baseball - All Players must register and will be assigned to a specific age group based on their age as of April 30.
      2. Softball – All Players must register and will be assigned to a specific age group based on their age as of December 31.
      3. Registration after call-outs will not be allowed unless approved by the Board.
   B. Player Draft
      1. All age groups and leagues will redraft all players every year.
      2. Children of Official Head Coaches will play on the team of which their parent is an Official Head Coach in their specified age group. Head Coaches may name one Assistant Coach prior to the draft. Children of the Assistant Coach will also be placed on their team.
      3. Coaches' children will be rated via a silent vote.
      4. All players present at callouts will be drafted using the "Snake Method." (4 team example: 1,2,3,4,4,3,2,1)
      5. All players not present at callouts will be placed on teams at random.
      6. Siblings will be assigned to the same teams in a particular age group.
      7. For the player draft, only one official coach shall be recognized.
   C. Official Rosters
      1. Official Team Rosters will be set following the player draft.
      2. Following the draft, any changes (additions or transfer of players) to a team roster must be approved by the CLBA Board.
      3. Once a Team Roster is full, (maximum of 13 players per team.) The addition of players will not be allowed unless approved by the C.L.B.A. Board.
   D. Dropping of Players
      1. League Directors shall maintain a list of the active rosters for each team in their league.
      2. The Head Coach shall notify the League director if any player is requested to be dropped.
      3. Players may be dropped for the following reasons –
         a. Moving out of the community
         b. Sickness or injury
         c. Disciplinary action resulting from derogatory remarks, cursing dissention on the field, or failure to attend practices or games.

d. Parents not cooperating with the organization.

4. All coaches are instructed to give any player a warning and discuss any problems with the parents before moving for dismissal from the league.
5. The Board will have the final decision on whether or not a player may be dropped.

E. CLBA Players and Parents should be made aware that CLBA League play should take priority over any other league play, team or organization. It is imperative that both players and parents be committed to their teams. League and team makeup is based on the number of available players in a particular age group.

III. League Guidelines

A. League Schedules

1. All schedules will be created by the CLBA Board Officers.
2. All makeup games due to rainouts and other unforeseen circumstances will be scheduled by the CLBA Board Officers.
3. Coaches will not be allowed to reschedule games at their leisure.
4. If a team does not have the required number of players at the start of a game, whether it is regularly scheduled or a makeup, that team will receive a forfeit. The game may still be played with fewer players or with sharing players. The non-offending team will receive a win.
5. Teams will receive a loss for their next scheduled game if such team does not work the concession stand when scheduled. The game will be played as scheduled and the non-offending team is not guaranteed a win.

B. League Champion and Tournament Champion

1. All age groups will compete for League Champion and Tournament Champion except for Tee-Ball.
2. The team with the best overall record during the regular season will be the League Champion.
3. Tie games count as ½ win and ½ loss for each team.
4. In the event of a tie, the following shall be used as Tie Breaker Rules:
   a. Head to Head Record.
   b. If tied head to head, there will be a play-off game
5. Tournament Champion will be decided using pool play into a single elimination tournament. The tournament set up may be adjusted due to inclement weather.
6. If a Tournament game is tied after the time limit expires, teams will start each of the following innings with one out until a winner is decided.
7. Both the League Champion and Tournament Champion will receive trophies.
8. All players not on a championship team will receive participation awards.

C. All-Star Coach and Team Selection

1. All-Star team coaches shall be appointed by a majority vote by a representative from each team in their league.
2. If the vote is tied and cannot be broken, the board of directors shall vote by secret ballot to name the coach.
3. To be eligible to be an All-Star Coach, the following guidelines shall be used:
   a. Person must be a head or assistant coach of that league.
   b. If no above coach wants the position, then a head or assistant coach from one of the other leagues will be eligible.
   c. If no above coach wants the position, then anyone else may place their name for consideration after approval from the board.
   d. The All-Star Coach may select the assistant coaches.

e. If for any reason the coach's position becomes vacant, the board of directors will appoint a replacement coach.

4. All-Star Teams may be selected to represent the association for tournament play. The Board appointed Director of All-Stars will be responsible to see that each league selects an All-Star Team under the following guidelines:
   a. A player is not eligible for All-Stars if they are active participants on a Travel Team.
   b. Parent's must consent to play all-stars
   c. Each coach shall nominate as many players from their team as they wish
   d. All nominations will be due before the midseason point
   e. Teams will be picked immediately after the midseason point.
   f. All league head coaches will vote for a full roster. (There will be 12 players on the roster in the 5/6 and 7/8 Year Old Groups and 11 players on the roster in the 9/10, 11/12, 13-15 Year Old Groups.)
   g. There will be no minimum or maximum number of players selected from each league team.
   h. If there is a tie for the last remaining spot(s), a revote will be held for those involved in the tie.
   i. If the vote remains tied, the All-Star Head Coach will make the final decision.

D. All-Star Team Guidelines
   1. Official team name shall be Central Lafourche Trojans.
   2. Official team colors shall be green and gold.
   3. All players participating in tournament play shall be required to play at least 2 defensive innings per game and teams must bat their entire line-up.
   4. If any above guidelines are not met, teams will not be recognized by CLBA and will lose any funding and/or fundraising opportunities provided by CLBA.

IV. Playing Rules – USSSA rules will be followed unless otherwise stated.

A. Team Lineups and Minimum Participation Requirements
   1. Coaches shall be required to submit a line-up consisting of all players on the team present at the start of each game to the umpire and opposing team.
   2. The batting order shall remain the same the entire game. Starting defensive players may be listed anywhere in the batting line-up.
   3. Minimum Participation Requirements
      a. All players cannot sit out more than 2 defensive innings.
      b. Players arriving late after the game has started must be added to the end of the batting order; however is not subject to the minimum participation requirements if the first inning is complete.
      c. If after the start of a game, a player becomes ill or injured, the coach shall declare the status of that player signifying whether the player will return or has left the line-up before the player's next at bat.
      d. If the coach declares the player out of the game, the batting order shall shift to eliminate the lost player. Such player's spot in the lineup will not count as an out.
      e. Any change to a batting lineup shall be reported to the opposing head coach and the official scorekeeper.
      f. Any player in attendance, but not participating due to disciplinary action by coach, parent, school, injury or sickness, must be reported to the plate umpire and the opposing coach. All such players will not be required to meet the minimum standards outlined above.
      g. Tee-Ball Teams will be allowed to begin a game with any amount of players.
      h. All non Tee-Ball teams will be allowed to start and or finish a game with not less than 8 eligible players. No out penalty will be enforced for missing players.

i. Coaches are on notice that a game called at the completion of 3 complete innings is a legal game and all players must play at least one of the three innings played.
j. Any team not following the rules is subject to forfeiture by protest by the opposing team.

B. Baseball Pitcher Affidavit
1. All recreation pitchers will be allowed no more than 2 innings or 40 pitches during regular season games.
2. Any player who pitches more than 1 inning in one day, will not be able to pitch the following day.
3. Any player who pitches more than 2 innings in one day, will not be able to pitch for the following 2 days.
4. Travel ball players will be held to 1 inning or 25 pitches per week during regular season games.
5. Opposing team's coach will required to track pitch counts.
6. During the end of season tournament pitch count will be increased to
7. The pitcher affidavit must be signed after all league games. See addendum II.
8. The pitcher affidavit will be enforced by the Umpire in Chief.
9. Teams violating pitch rules will forfeit the game. Game may be completed upon coach agreement.
10. Pitching Penalties for the Head Coach
    a. 1st violation – suspension from the next game.
    b. 2nd violation – suspension for the rest of the season
    c. 3rd violation – ban from coaching within any CLBA organization

C. Personnel Conduct
1. Coaches
    a. Only coaches and players on the official roster will be allowed on the field or in the dugout (except a parent who is appointed by the coach in case of absence of a coach).
    b. Any coach being ejected from 1 game in a season shall be suspended from the position of coach for the next two games.
    c. A 2nd ejection in a season shall result in the suspension for the remainder of the year and shall be prohibited from coaching for the next year's season.
    d. Board shall have governing authority to accept or override "b" & "c" from above course of action as to final disciplinary ruling.
2. Players
    a. Coaches shall discipline any player being ejected from a game.
    b. Any player ejected from 1 game in a season shall be suspended from the next 2 games.
    c. A 2nd ejection in a season shall result in the suspension for the remainder of the season, including post season play.
    d. Board shall have governing authority to accept or override above course of action as to final disciplinary ruling.
3. Parents
    a. Any parent ejected from 1 game in a season shall be suspended from the next 2 games.
    b. A 2nd ejection in a season shall result in the suspension for the remainder of the season, including post season play.
    c. Disorderly conduct towards coaches, players and other fans shall be reason for suspension.
    d. Board shall have governing authority to accept or override above course of action as to final disciplinary ruling.
4. The above rules apply to both regular season and All-Star Play.

E. Equipment and Uniforms for League play and All Stars.

1. Bats – All bats must be clearly stamped 1.15 BPF for Baseball or 1.20 for Softball to be allowed.
2. Batting Helmets
   a. May have decals or paint.
   b. Coaches must make sure the helmet is in safe condition.
   c. Facemasks or "C-Flaps" are optional to parents preference but either is required.
3. Fielder's mask (Softball) – all softball players, in every age group, will be required to wear an approved softball fielders mask. This is for all players both infield and outfield. Failure to do so will result in that player not being allowed to play. If that player is included in the batting lineup an out will be designated.
4. Shoes – Metal cleats or spikes are not allowed.
5. Sunglasses - Must be safety glasses approved by A.N.S.I.
6. All Equipment and items issued are the property of Central Lafourche Baseball Association.
7. Each coach shall be responsible for all items issued, as well as the return of all items issued.
8. Each coach shall check all equipment to insure proper condition and report any damages to the League Director.
9. Uniforms
   a. All players must be in proper uniform during each game.
   b. The league will furnish uniforms consisting of shirts, caps, belts and socks.
   c. All Players shall provide their own uniform pants. White for Tball and Baseball. Grey for Softball.
   d. It is desired that each team have 4 coaches (1 head coach and 3 assistants). Teams are allowed more than 4 coaches, but the league will only provide 4 coaches shirts and hats. Any additional shirts and hats will not be for the leagues' expense.
   e. All players must have their shirts tucked in.
   f. If a player wears a baseball cap under his/her baseball helmet, the brim of the baseball cap must face forward.
10. No coach shall consume alcohol on ballpark premises or recognized practice fields.
11. No coach shall consume any tobacco product on playing field or while actively coaching players.

F. Weather Delays and Rainouts
1. If during a game a rain delay becomes necessary, the Board Member on duty shall have final say on whether or not games can continue.
2. Any lightning strikes within 10 miles of the fields will result in a lightning delay. Play will resume after 30 minutes from the last strike. The Board Member on duty will be in charge of monitoring the weather.
3. Guidelines for complete games are as follows:
   a. T-Ball – 2 innings
   b. Baseball Jr. Rookies – 3 innings
   c. Baseball Rookies – 3 innings
   d. Baseball Minors – 3 innings
   e. Baseball Youth – 3 innings
   f. Baseball Boys – 4 innings
   g. Softball 6U – 3 innings
   h. Softball 8U – 3 innings
   i. Softball 10U – 3 innings
   j. Softball 12U – 3 innings

G. Umpires and Scorekeepers
1. The Plate Umpire shall be the Umpire in Chief.

2. The Plate Umpire shall be the official timekeeper and scorekeeper during each game. They will also be responsible for keeping track of and enforcing the pitcher affidavit. (see Addendum II)
3. The Plate Umpire shall be empowered to settle all disputes of score, substitution, etc. in accordance with the rules of the game and the local association, subject to properly filed protest.
4. The Plate Umpire shall be responsible for keeping players, coaches and fans in control.
5. The Plate Umpire has the power to eject any of the above from the entire recreation facility. A formal report must be submitted to the board about the incident.
6. It is suggested that all teams keep a scorebook in the event of any discrepancies.

H. Game and Practice Times
1. The official starting time shall be declared by the Plate Umpire with regards to the time limit rule.
2. In no event shall a game start after 8:00 p.m. on school nights.
3. Practices must end by 8:00 p.m. on school nights.
4. All teams shall maintain the field before and after all games and practices.

I. Protest
1. All protests shall be in writing and submitted to the League Director or a Board Member.
2. All protests must be in accordance with the official rulebook. Coaches and umpires must be notified verbally within 15 minutes of the game and must be submitted in written form within 24 hours. Written protests must be accompanied with a $10 deposit.
3. Any protest upheld will result in the return of the deposit; however, all protests not upheld will result in the loss of the deposit.

J. Free Substitution Rule
1. All teams will be allowed unlimited substitution on defense provided that the batting order remains intact and all pitching regulations are followed.

V. Special Rules by League

A. T-Ball – 3 and 4 year olds
1. For all children ages 3 and 4 years old.
2. A game will consist of a 1 hour time limit. No new inning to start after 1 hour.
3. No recorded scores will be kept.
4. No outs will be recorded.
5. Base distances will be set at 40’.
6. Every player on the team batting line-up will bat in an inning, regardless of how many outs are made in that inning.
7. Each batter will swing until they hit the ball.
8. There will be five infielders at regular baseball positions. All other players will play the outfield.
9. Time outs can be called by the head coach.
10. A player can come out or go in the game at any time.
11. Bats must be designed for baseball. All bats must be clearly stamped 1.15 BPF (Bat Performance Factor) to be allowed.
12. The ball to be used for T-Ball will be a RIF-5 ball.

B. Baseball: Jr. Rookies – 5 and 6 year olds
1. For all children ages 5 and 6 years old.
2. Games will be 6 innings or a 1 hour 15 minute time limit. No new inning to start after 1 hour 15 minutes.
3. The ball to be used for Jr. Rookies is a RIF-5 ball.
4. An inning will consist of three outs or 4 runs scored.

5. A coach of each team will accomplish pitching.
6. Players will receive 4 pitched balls no matter if they swing at all or none. If unsuccessful, they will then receive 2 swings off of a tee. If still unsuccessful, they will be declared out.
7. Base runners cannot advance to the next base when a ball is overthrown from an infielder. Players should be encouraged to make throws.
8. Regular baseball base running rules will apply for balls hit off of the pitcher that go beyond the outfield radius line. This does not apply to balls hit off of the tee. A ball hit off the tee will only allow 1 base advancement for all base runners and hitter.
9. An unlimited number of players will be allowed in the outfield provided they do not set-up inside the outfield radius line.
10. Pitchers are not allowed to run a batted ball to a base for a force out. It must be a natural baseball play for the pitcher to make a tag on a runner after fielding a batted ball. This ruling will be at the umpire's discretion.
11. There will be 2 defensive coaches allowed on the field.

C. Baseball: Rookies – 7 and 8 year olds
1. For all children ages 7 and 8 years old.
2. Games will be 6 innings or a 1 hour 15 minute time limit. No new inning to start after 1 hour 15 minutes.
3. A coach of each team will accomplish pitching. Such coach shall not physically or verbally coach while in the pitching position.
4. Official hardballs will be used.
5. Batters will receive 6 pitches or 3 swinging strikes. If the 6th pitch is hit foul, the batter will remain at bat as long as they continue to foul off pitches.
6. Four players will be allowed in the outfield provided they may not set-up inside the infield radius.
7. An inning will consist of three outs or 4 runs scored.
8. Players in the catcher position must wear a batting helmet.

D. Baseball: Minors – 9 and 10 year olds
1. For all children ages 9 and 10 years old.
2. Games will be 6 innings or a 1 hour 30 minute time limit. No new inning to start after 1 hour 30 minutes.
3. An inning will consist of three outs or 4 runs scored.
4. Fastballs are the only pitches allowed. (See above penalties for violations above)
5. Balks will be called, but no penalties shall ensue. Should be used as a teaching moment.
6. Four players will be allowed in the outfield provided they may not setup inside the infield radius.
7. Straight steals will not be allowed until the half way point of the season. Leads are allowed and runners can attempt to advance on balls in the dirt. Pitchers are allowed to pick off and runners can advance on a wild pickoff throw.

E. Baseball: Youth – 11 and 12 year olds
1. For all children ages 11 and 12 years old.
2. Games will be 6 innings or a 2 hour time limit.
3. An inning will consist of three outs or 7 runs scored.
4. Balks will be called and enforced.
5. Four players will be allowed in the outfield provided they may not setup inside the infield radius.
6. Fastballs and change-ups are the only pitches allowed. (See above penalties for violations above)
7. A 10 run mercy rule will be in effect after 4 innings are played.

F. Baseball: Boys – 13, 14 and 15 year olds
    1. For all children ages 13, 14 and 15 year old.
    2. Games will be 7 innings or a 2 hour time limit.
    3. A 10 run mercy rule will be in effect after five innings are played.
G. Softball: 6U – 5 and 6 year olds
    1. All-stars will not be permitted.
    2. Games will be 6 innings or 1 hour and 15minutes. No new inning to start after 1 hour and 15 minutes.
    3. An inning will consist of three outs or 4 runs scored.
    4. Four players will be allowed in the outfield provided they may not setup inside the infield radius.
    5. Players will receive 5 pitched balls no matter if they swing at all or none. If unsuccessful, they will then receive 1 swing off of a tee. If still unsuccessful, they will be declared out.
    6. 3 outs per inning or batting order. If one team has more players than the other, then the team with the lesser number of batters will be allowed to bat additional batters to equal the number of batters on the opposing teams.
    7. Pitching Distance: approximately 20 feet.
    8. Base runners cannot advance if the ball is overthrown to first base.
    9. An unlimited number of players will be allowed in the outfield provided they do not set-up inside the outfield radius line.
    10. 10 inch rubber softballs will be used.
    11. There will be 2 defensive coaches allowed on the field at a time.
H. Softball: 8U – 7 and 8 year olds
    1. Games will be 6 innings or 1 hour and 15minutes. No new inning to start after 1 hour and 15 minutes.
    2. An inning will consist of three outs or 4 runs scored.
    3. Four players will be allowed in the outfield provided they may not setup inside the infield radius.
    4. Follow USSSA Rule 17 for coaches pitch pages 65-66.
    5. Batters will receive 6 pitches or 3 swinging strikes. If the 6^{th} pitch is hit foul, the batter will remain at bat as long as they continue to foul off pitches.
    6. Stealing is not permitted.
I. Softball: 10U – 9 and 10 year olds
    1. Games will be 6 innings or a 1 hour 30 minute time limit. No new inning to start after 1 hour 30 minutes.
    2. An inning will consist of three outs or 4 runs scored.
    3. Four players will be allowed in the outfield provided they may not setup inside the infield radius.
J. Softball: 12U – 11 and 12 year olds
    1. Games will be 6 innings or a 2 hour time limit.
    2. Four players will be allowed in the outfield provided they may not setup inside the infield radius.
    3. An inning will consist of three outs or 7 runs scored.

ADDENDUM I

C.L.B.A. is not responsible for any risks, injuries, or accidents that may occur when your child participates in league or all-star activities. Parents assume responsibility for all risks, injury, or accidents that your child may incur while participating in league and/or all-star activity. Parents agree that by initialing and signing registration form that they release, absolve, indemnify, and agree to hold harmless Central Lafourche Baseball Association, its directors, organizers, sponsors and coaches from any claim arising out of injury or accident, except to the extent and the amount covered by accidental/liability coverage held by the league.

C.L.B.A. is not responsible for meeting any deductibles for personal insurance or the deductible for the insurance carried by C.L.B.A.

The coverage by C.L.B.A. is a secondary coverage to help meet expenses incurred by injury or accident during league activity. However, the deductible is the responsibility of the injured party.

ADDENDUM II

Umpire Scorecard

Age _____ Date _____ Start Time _____ Time Limit _____

(A)				(H)			
	1	2	3	4	5	6	Final
AWAY							
HOME							

Away Pitcher Affidavit			Home Pitcher Affidavit		
#	Name	IP	#	Name	IP

Signature:	Signature:
Umpire Print:	Sign: