



CAB League Rules and Policies

Revised: August 9, 2024

Rules are interpreted by the CAB Board of Directors, CAB League Commissioner, CAB President, and the appropriate age-group commissioner (if applicable). All rules' interpretations, issues or disputes should be initially addressed to League Commissioner for consideration.

PRIORITY OF RULES WHICH GOVERN CAB PLAY:

- A. CAB Rules and Policies
- B. DFW Interlock (11 / 12U and 13 / 14U) and TEBA (15 / 18U)
- C. USSSA Rules (<http://www.ussa.com>)
- D. Official MLB Baseball Rules (<http://www.mlb.com>)

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1. General Policies and Rules for Recreational Play

NO metal cleats shall be worn by any player in the CAB recreational league EXCEPT IN THE 13 / 14U OR OLDER AGE DIVISIONS:

- A. All scheduled games will be played as scheduled at the venue they are scheduled at unless the games are canceled by the Corinth Parks and Recreation Department or CAB due to adverse weather conditions. **Coaches are NOT permitted to cancel games under any circumstances.** Scheduled games that are canceled by either the Corinth Parks and Recreation Department or CAB can only be rescheduled by approval of the CAB Director of Scheduling.
- B. The scoreboards at Corinth Community Park are the property of the Corinth Parks and Recreation Department. CAB does not employ anyone to operate the scoreboards to keep the official score. Anyone operating the scoreboard is not keeping an official score on behalf of CAB. The official score is to be kept by the Home Team's Scorekeeper in all age groups from 6U and above and the scoreboard is run by the visiting team. Please be considerate that the scoreboards are most often operated by children who can easily be intimidated by well-meaning fans who are trying to ensure that the proper score and time is kept.
- C. 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.
- D. For the enjoyment of our spectators and players, loud noise makers, public address systems, or other distracting nuisances are not allowed at Corinth Community Park. Walk up music and warm up music is allowed with properly edited music only. Teams are to follow general etiquette for music.
- E. Alcoholic beverages are strictly prohibited at any CAB-sanctioned event.
- F. Smoking (to include e-cigarettes) is **NOT** permitted anywhere inside the park grounds.
- G. Coaches, players and spectators are expected to be respectful of the fields and place their trash in the proper receptacles. After each game, each team is requested to clean the dugout:
- H. ABSOLUTELY NO FOUL LANGUAGE WILL BE PERMITTED INSIDE THE PARK GROUNDS.
- I. **RUNNERS MUST SLIDE IF THERE IS A PLAY AT HOME PLATE.** All slides must be legal slides, which are further defined in USSSA rules. As determined by the umpires, players may be ejected from a game for ***"malicious contact."*** ***This contact can be further explained if the runner uses their elbow or arm to interfere with the catcher or the runner tries to run the catcher over. "Malicious contact" may also be used against a fielder.***
- J. Umpires will maintain the official game time. And, the official game time will begin at the coaches / umpires' meeting which will help keep the games running on time.
- K. Any team with at least eight 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.
- L. 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. Coaches will communicate late players arrival with each other and ump at the plate meeting. 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.
- M. No infield will be taken by any team prior to the game. But the home pitcher and catcher may warm up prior to game time on the field. This is to speed up the game starting.
- N. All catchers will be required to wear a catcher's mitt as defined in the MLB handbook. Left-handed catchers should be granted the ability to catch without a catcher's mitt if the league does not have one available. Coaches with left-handed catchers should query the league for usage of left-handed mitts.



- O. 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.
- P. Thrown Bats:
1. 7U – 10U:
A team will be given a warning if a bat is thrown during a swing by a batter whether it is a swinging strike or a hit ball. The second time a player throws a bat a second warning will be given. On a third offense the batter will automatically be called out no matter if it was a swinging strike or a hit ball. Outs will be called for continuous offenses.
If a player has already thrown a bat in the game and throws the bat for a second time during said game no matter if a second warning has been given, the player will be disqualified from the game but will be allowed to remain in the dugout.
 2. 11U – 18U:
 - a) A team will be given one warning for a thrown bat whether by swinging strike or a hit ball. Upon a team's second offense the batter will be called out no matter if it is a swinging strike or a hit ball. Outs will be called for continuous offenses.
 - b) If a player has already thrown a bat in the game and throws the bat for a second time during said game no matter if a second warning has been given, the player will be disqualified from the game but will be allowed to remain in the dugout.
- Q. All coaches on the field are required to remain in the dugout, with exception of the turf right outside the dugout, apart from Blast Ball, 5U / 6U, 7U / 8U leagues. All additional coaches must remain in the dugout.
- R. The Association shall conduct background checks annually on team coaches, including all head and assistant coaches, and leadership of Association on the field or in the dugout. Association agrees to maintain updated records of background checks and submit copies of these records to the City upon request. Association shall submit copies of records of background checks for new coaches added during the year.
- S. Courtesy runners will be allowed in 7U through 15 / 16U age levels for the catcher and pitcher 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.
- T. The batter is always required to keep one foot in the batter's box to speed up play. **Additionally, the coaches (not the umpires) are required to ensure the proper USSSA sanctioned bats are being used during each game. This is a major safety concern and violations of this rule will be addressed as needed.**
- U. Usage of the batting cages and practice pitching mounds is given first priority to teams that are playing. Teams that are practicing must ensure the teams that are playing are no longer using these amenities prior to proceeding to use them.
- V. Team banners must comply with language standards including, but not limited to, provisions against the following: drugs, alcohol, profanity or suggested slogans, tobacco, obscenity, political affiliation, violence or gangs.
- W. Games are considered official and complete after:
1. All innings are completed within the legal time; or
 2. Time expired and all innings completed (tie); or
 3. Time expired and teams complete the inning, unless mercy rule is in effect.



- X. Games interrupted due to inclement weather or field conditions:
 - 1. 5U through 10U age groups are considered completed if 2-1/2 innings are played and the home team is ahead.
 - 2. 11U through 16U age groups are considered completed if 3-1/2 innings are played and the home team is ahead.
 - 3. Incomplete games will be scheduled at the discretion of the Corinth Area Baseball based on agreeable dates, times and field space.

2. Player Age Group Determination

- A. Unless approved by a CAB Board of Director members (by majority vote) all players will play within their age group as outlined under USSSA rules.
- B. Age Waiver Request forms and Play-Up forms are available on the CAB webpage.
- C. Only documented mental and / or physical disabilities will be considered for a player to play with a younger age group.
- D. Sibling situations are always considered but not guaranteed.
- E. A player may play one age group above his / her own. Board approval must be received to play two age groups above his / her own.
- F. When age groups are combined, the higher age group rules will apply.

SPRING / FALL PLAYER AGE DIVISION BREAKDOWN

Please see the Corinth Area Baseball website for the age requirements for recreational play.

3. Team Formation for Blastball, 5U / 6U Tee Ball

- A. Players will be grouped by the birth date guidelines of USSSA. Depending on the number of players registered, we will attempt to make all divisions “age pure”.
- B. Head Coaches will have his / her own child on their team.
- C. For siblings to be placed on the same team, parent(s) must send a request to board.cab@gmail.com. Friend and sibling requests are not guaranteed.
- D. Although parents may request a Coach to play for, parents may request a Coach NOT to play for as needed. That request is included in the registration on the CAB webpage.
- E. Parents may request to have their child play with one non-sibling. Both players must request each other, and you may NOT request a coach’s child. Example: If Billy requests Chris, but Chris requests Sam and Sam requests Chris, then Sam and Chris will be placed on the same team.
- F. Team rosters will not have more than 12 players (13 players only under Board approval).
- G. Coaches may elect to protect an entire team for either Blastball or Tee ball.

4. Team Formation for 7U - 18U

- A. Although parents may not request a Coach to play for, parents may request a Coach NOT to play for as needed. That request is to be noted at the time of online registration.
- B. For siblings to be placed on the same team, parent(s) must send a request to board.cab@gmail.com. Friend and sibling requests are not guaranteed.



- C. All Coaches can submit a “protected roster” of NO MORE THAN 12 PLAYERS in ranking order (#1 being the Coach’s daughter / son to #12 being the player that might have to be assigned to a different team). A coach is only guaranteed 10 protected players. If numbers for the age group are not high enough, they will have to give back their last one to two players, who will also need to participate in the draft. It is the Coach’s responsibility for letting the parents know there is a possibility they will have to go through the draft if registration numbers require a dividing of protected rosters. For this reason and several others, it is required that all protected lists must be submitted no later than seven days in advance of that season’s scheduled Draft Day.
- D. Parents have the right to refuse their child being added to a protected roster and can choose to enter the Draft.
- E. All non-protected players must attend the recreational player skill evaluations, aka “tryouts.” If they are unable to attend, then they will automatically be assigned a team.
- F. Following the recreational “tryouts”, coaches will draft players to their teams. Players and parents will NOT be present at the team draft.
- G. Team rosters will not have more than 12 (13 players only under Board approval) players, and each team will keep pitch counts during games.

5. Guest Players

- A. Guest players may be used if a team is projected to have eight (8) or fewer players in attendance. Prior to the game where guest players will be used, the proper CAB paperwork must be completed and submitted to the league.
- H. Guest players must be announced at plate meeting and flagged in their regular season uniform.
- I. Guest players may not be used if a team has nine players in attendance.
- J. Guest players must bat at the end of the batting order.
- K. Guest players may only play in the outfield defensively.
- L. Any guest player must be playing in the “recreational” CAB league during that season (e.g., if the game in which the guest player is in the spring, then the guest player must be playing on a spring CAB team).
- M. Guest players must be from the same age group or one lower as their host team. And cannot be members of a select team roster.
- N. Guest players are not allowed in the end of season tournaments without Board approval.
- O. No Select players may guest play for a CAB Rec team.

6. Game and Practice Schedules

- A. Fall and Spring Seasons will be 9-10 Games plus the end of season tournament (weather permitting).
- B. Fall Season will be 9 Games plus the end of season tournament (weather permitting).
- C. Each team will play every team in the division one time.
- D. Games may be scheduled on weeknights and supersedes any paid sponsorship practice times on fields.
- E. Practices will NOT be rescheduled under any circumstances.
- F. Practices held on baseball fields are granted through paid team sponsorships. The form can be found on the CAB website.
- G. All practice times are chosen by the Head Coach’s at the time of that season’s Draft Day.



- H. Sponsorships that are turned in after the designated Draft time will get time slots that are left available after Draft is complete.
- I. ~~Having more than one sponsorship does NOT guarantee a field practice time.~~
- J. Practice and Game schedules are organized and determined by the CAB Director of Scheduling. All scheduling questions must go through him / her.
- K. Coaches are NOT allowed to change their game times. Possible consequences include (and not limited to): written warning, game forfeit, removal from coaching.
- L. Only CAB sanctioned practices on Corinth fields during regular season dates are subject to insurance coverage through the CAB league.

7. Equipment and Uniforms

- A. The party who signed out the equipment will be responsible for the replacement of any CAB-issued equipment that is abused or lost while in possession of the team.
- B. Player registration fees cover the expense of the official CAB issued game jersey and game hat. If Coach's decide to order custom jerseys / hats they must first consult with the CAB Board for approval. All custom uniform items are to be paid by the Coaches-NO TEAM PARENT MUST BE APPROACHED OR REQUIRED TO COVER THESE EXPENSES.
- C. All batters are required to wear approved helmets as soon as they exit the dugout.
- D. All batters are required to use USSSA approved bats (please see www.ussa.com for up-to-date specifications and regulations).
- E. Offensive players may not remove their helmet until they have re-entered the dugout.
- F. Any child serving as a "**Bat Boy**" must wear a batter's helmet after exiting the dugout. A maximum of two "bat boys" will be allowed in the dugout area.
- G. Coaches will be responsible for ensuring the dugout area is safe and only CAB approved (**background checked**) coaches will be allowed in the dugout.
- H. Catchers are required* to wear:
 - 1. Helmet with facemask -- helmet must include ear flaps.
 - 2. Chest protector.
 - 3. Shin guards.
 - 4. Protective athletic supporter (except for females).

This includes any time a catcher is warming-up a pitcher to include outside of the fenced area or during the middle of an inning.

8. Sportsmanship

- A. All players, coaches and spectators will conduct themselves properly and with respect for all others at Corinth Community Park. Coaches are expected to ensure the parents are showing sportsmanship during the games. Failure to control the conduct of parents will result in the coach being subject to ejection from the game by the umpire and / or CAB official.
- B. A code of conduct form will be signed by ALL coaches before each season begins in CAB.



- C. All players, coaches and spectators will abide by the rules of Corinth Community Park at all times while on the premises. Again, coaches are expected to help keep games calm and show respect to members of the umpire crew.
- D. Profanity, assault (whether verbal or physical) or any other abuse of any person by another at any CAB-sanctioned event is strictly prohibited.
- E. The Corinth Police will be immediately summoned should any player, coaches or spectators become involved in a fight.
- F. The CAB Board reserves the right for the Sportsmanship Committee to review instances in which players, coaches or spectators engage in activity that is deemed as negative for the league and may require disciplinary action to include potential removal from CAB.

9. Ejections

- A. Any player, coach or spectator ejected from a game must leave the park immediately. In the case of a parent / guardian of a player (spectator or coach) who is ejected, they must leave the park immediately and wait for the end of the game at their car in the parking lot. Any ejected party may have no impact on the game from that point forward.
- B. 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 at the discretion of CAB Sportsmanship Committee.
- C. Additional discipline may be applied as determined by CAB Sportsmanship Committee.
- D. Players may be ejected for deliberately attempting to injure another player through rough play (previously defined as malicious) or deliberately throwing equipment. These decisions will be made by the umpires at their sole discretion.

10. Team Tournament, “Premier” or “Select” Players Eligibility

- A. **CAB IS A RECREATIONAL (REC) LEAGUE ONLY. Active rostered “Premier” and AA, AAA, AND Major select players and teams will NOT be permitted to play in league games or tournaments.** Qualification of players, coaches, and teams allowed to play in CAB will be determined by the CAB Board, or a committee selected by the CAB Board. Protected Roster teams, that have not previously played in the CAB league, should contact the CAB Board before registering for any CAB division.
- B. A “REC Team (Single A)” may not participate in outside tournaments at a higher skill level (i.e. AA, AAA or Majors) and then play back down at Single A (REC). Once you play up you **MUST** continue to play up, no playing down.

11. Cancellation of Games / Inclement Weather Policy

- A. In its sole discretion, CAB or the City of Corinth may cancel games for the following reasons:
 - 1. **WEATHER**
 - 2. **ILLNESS (MAJOR OUTBREAK)**
 - 3. **APPROVED SCHOOL FUNCTIONS (MUST HAVE 48 HOUR NOTICE)**
 - 4. **UMPIRE SAFETY ISSUES**
- B. CAB will attempt, subject to field availability, to reschedule all games lost due to cancellation.
- C. Depending on when cancellations occur, there may not be enough time in the season to reschedule canceled games.

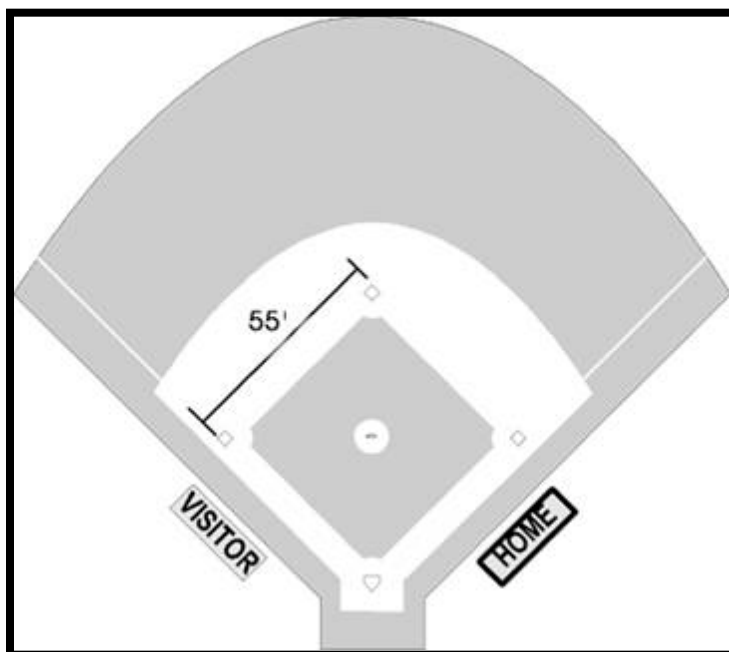


- D. CAB will attempt to reschedule games but cannot guarantee that rescheduled game times or dates will be convenient for coaches and team members.
- E. The "official" determination of game cancellation based on field conditions will be made in the following line of succession (based on availability) by one or two (in consultation if possible) of the City of Corinth or CAB Board Members: President, Director of Scheduling, Director of Umpires, Vice President and League Commissioner. One or two of these members shall make themselves available for consultation, (by phone if not in attendance) to any duly elected Board Member to render the "official" determination regarding game cancellations.
1. When / if fields are closed by the city, wait for CAB official cancelation of each game. When possible, games might be delayed or moved to a different field.
 2. Please note that if field conditions are deemed acceptable for play for the reasons noted above, while rain is falling at the time of the start or the game, the game will be started and the responsibility for determining whether field conditions are safe for play will be transferred to the game umpires.
 3. Saturday games which are suspended in process due to weather will not be completed that day if the delay ends after the scheduled time has expired for those games. If the delay ends after the time allotted for the game which was suspended, the next game to start will be the game that has the start time closest to the end of the delay. Delayed games will be considered complete if the games meet the following criteria for a complete game:
 - c) 5U through 10U age groups are considered completed if 2-1/2 innings are played and the home team is ahead.
 - d) 11U through 18U age groups are considered completed if 3-1/2 innings are played and the home team is ahead.
 - e) Incomplete games will be scheduled at the discretion of CAB based on available dates, times and field space.
 - f) The home team's scorekeeper will be responsible for asking the Umpire for the time remaining and for noting it on the official scorebook to determine how much time is remaining, the number of outs and the runners on base should the suspended game be allowed to be completed at a later date.
- F. Week night games which are suspended due to weather will be suspended with the remaining time noted by the home scorekeeper and the teams will wait for up to an hour until either the umpires determine the field is safe to play. Play will only resume, provided there is not a game scheduled after the delayed game on that field. Check <http://www.cityofcorinth.com>, check the CAB Facebook page or website for updated field playability information. When inclement weather occurs prior to or after games have commenced CAB will update the CAB Web site as rapidly as possible. If rain is in the forecast on the day or evening of a scheduled game, please check both forms of communication as often as possible to determine the status of your game prior to leaving for the fields.



12. 5U / 6U Division Rules

FIELD DIMENSIONS



5U / 6U AGE GROUP SUMMARY

Ages:	Five or six years old on May 1 st .
Base Path:	55 feet
Length of Game:	1 hour
Game Balls:	CAB will provide two (2) new balls.
Ball Type:	Rawlings TVB balls (or manufacturer's equivalent) – this is the soft ball.
In Field Fly Rule:	No
Mercy Rule:	NA
Ties Allowed:	NA
Intentional Walks Allowed:	NA
Base Running:	No stealing or leading off. Ball must be in play to advance.
Score Kept:	No (There will be no umpires as the coaches will run the games.)
Equal Playtime Rules:	Yes – See below for details.

OTHER 5U / 6U AGE GROUP DETAILS

- A. Jewelry may not be allowed on pitchers unless worn for medical identification reasons, and is at ump discretion.
- B. All players bat each inning and coaches are encouraged to “teach” base running safety.
- C. Bases are not cleared after three outs. However, outs are recorded by the coaches and players must return to the dugout if they are called out.
- D. All players must play the field on defense.

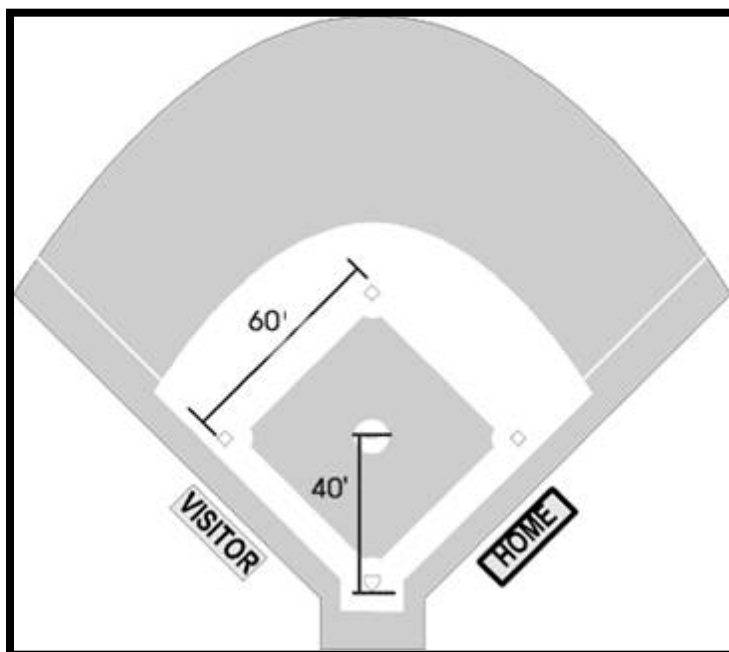


- E. Four outfielders must be used if 10 or more players are present at the game.
- F. If a team has less than 10 players present, they will play with the number they have.
- G. The outfield will be considered the grass portion of the outfield.
- H. Any ball hit must pass the grass cut out in front of home plate to be considered in play.
- I. On overthrows, players may proceed to the next base only at their own risk.
- J. No more than three scheduled activities per week (e.g., if two games are scheduled for a team, that team may only have one practice.)
- K. Each team must fill the catcher position with a player. No adult catchers will be allowed.
- L. Play stops when the ball crosses the base path from throw-ins from the outfield.
- M. The batter is out after failing to hit a fair ball after six swings. It is the coach's option to give the batter three pitches prior to taking three swings on the tee.
- N. Two defensive coaches are allowed to take a position in the field of play but must not interfere with play. Players with "special needs" will allow for an additional defensive coach.



13. 7U / 8U Division Rules

FIELD DIMENSIONS



7U / 8U AGE GROUP SUMMARY

Ages:	Seven or eight years old on May 1 st .
Base Path:	60 feet
Pitching:	40 feet from front of pitching rubber to back of home plate.
Length of Game:	1 hour and 15 minutes or six innings, whichever comes first.
Game Balls:	CAB will provide two new balls.
Ball Type:	Rawlings R100USSSA ball or other manufacturer's equivalent.
In Field Fly Rule:	No
Mercy Rule:	Yes
Ties Allowed:	Yes, except in bracket play.
Intentional Walks Allowed:	No
Balks Called:	NA
Slashing:	Not Allowed
Base Running / Leading Off:	No stealing or leading off. Ball must be in play to advance.
Score Kept:	Yes – by home team.
Equal Playtime Rule:	Yes – See below for details.

OTHER 7U / 8U DIVISION DETAILS

- A. Jewelry may not be allowed on pitchers unless worn for medical identification reasons, and is at ump discretion.
- B. All players will bat in a continuous batting order and play under the free substitution rule.



- C. All players must play at least two innings in the field in a game of five or more innings, and at least one inning in a game lasting four innings or less. This is not an option for the coach.
- D. No player shall sit out defensively two consecutive innings.
- E. A batter will be called out upon the third swinging strike or six pitches, whichever occurs first. However, unlimited courtesy fouls will be allowed after the sixth pitch.
- F. Game length is 1:15 or six innings, whichever comes first:
 - 1. No inning will be started after the time limit is reached.
 - 2. The next inning begins as soon as the home team makes the final out in the previous inning.
- G. The “mercy rule” for the 7U / 8U division is:
 - 1. 15 run lead after the 3rd inning.
 - 2. 11 run lead after the 4th inning.
 - 3. 6 run lead after the 5th inning.
- H. If the home team is leading by the mercy rule run amount going into the bottom half of the inning, the game is over.
- I. No more than five runs per inning.
- J. 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.
- K. The defensive player may not be positioned in front of or behind the coach pitcher.
- L. The coach pitcher:
 - 1. Must pitch from the pitching rubber and keep one foot in contact with the rubber until the ball is thrown.
 - 2. Can pitch from a standing position and / or a kneeling position.
- M. 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.
- N. 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.
- O. A batted ball that:
 - 1. Strikes the coach pitcher is a dead ball and is treated as a foul ball and a pitch for the batter.
 - 2. Is in fair territory does not need to reach the cut-out grass portion.
- P. A thrown ball hitting the coach pitcher anywhere on the field (whether in fair or foul territory) results in a call of interference 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.
- Q. 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. Interference can and will be called. It is at the sole discretion of the umpire and is not subject to appeal.
- R. A pitch hitting a batter by the coach pitcher:
 - 1. Is treated as a pitch and first base is not awarded.
 - 2. The final pitch, the batter is out.
- S. A batter shall be declared out after failing to hit a fair ball after six pitches are delivered. However, unlimited courtesy fouls will be allowed after the sixth pitch.
- T. Two adult coaches may be positioned in foul territory:
 - 1. One coach down the left field foul line.
 - 2. One coach down the right field foul line.

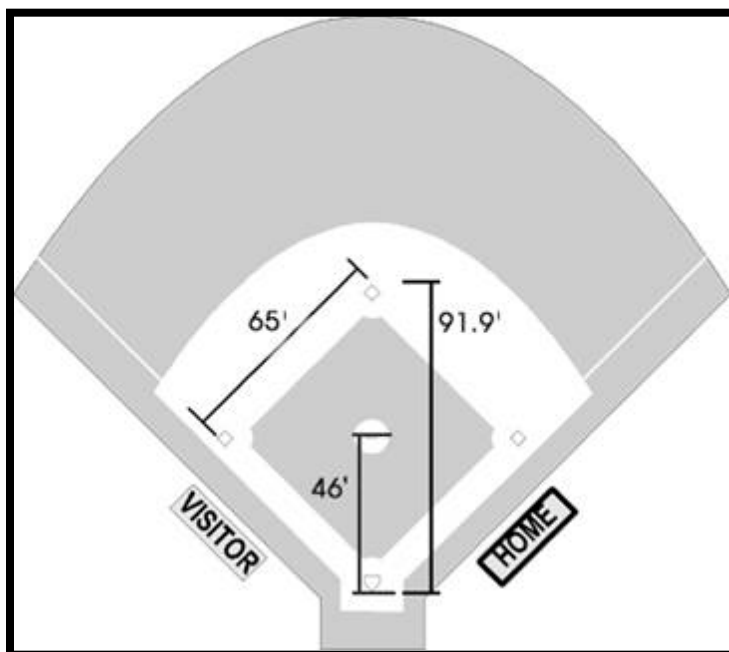


3. Players with "special needs" will allow for an additional defensive coach.
 4. May not take a position too close to the offensive coach in the coach's box as to interfere with the offensive coach in the box providing instructions to base runners.
 5. May provide verbal instructions to their defensive team only.
- U. No player can sit out defensively two innings consecutively.
- V. Runners advance at their own risk on overthrows.
- W. Play stops when the ball thrown from the outfield crosses the base path and is in control of a defensive player and the lead runner is not attempting to advance. Play stoppage is at the umpire's discretion and is not subject to appeal.
- X. No more than three scheduled activities per week during the season; two prior to the start of the season.
- Y. No more than 10 defensive players may play the field on defense:
1. Four outfielders must be used if 10 or more players are present at the game.
 2. 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.
 3. Game scores are recorded by the winning coach.



14. 9U Division Rules

FIELD DIMENSIONS



9U AGE GROUP SUMMARY

Ages:	Nine years old on May 1 st .
Base Path:	65 feet
Pitching:	46 feet from front of pitching rubber to back of home plate.
Pitching Limits:	45 maximum pitches per pitcher per day (pitcher can pitch in multiple games before limit is reached in single day); two day maximum before mandatory rest period (see details outlined below).
Home Base to Second:	91.9 feet from back of home plate to the center of second base.
Length of Game:	1 hour and 30 minutes or six innings, whichever comes first.
Game Balls:	CAB will provide two new balls.
Ball Type:	Rawlings R100USSSA ball or other manufacturer's equivalent.
In Field Fly Rule:	No
Mercy Rule:	Yes
Ties Allowed:	Yes, except in bracket play.
Intentional Walks Allowed:	Yes
Balks Called:	No
Slashing:	Not allowed.
Base Running / Leading Off:	Tight Bases – AKA “no leading off.” Steal only after pitched ball crosses home plate.
Dropped Third Strike:	No
Score Kept:	Yes – By Home Team.
Equal Playtime Rule:	Yes - No player shall sit defensively two consecutive innings.



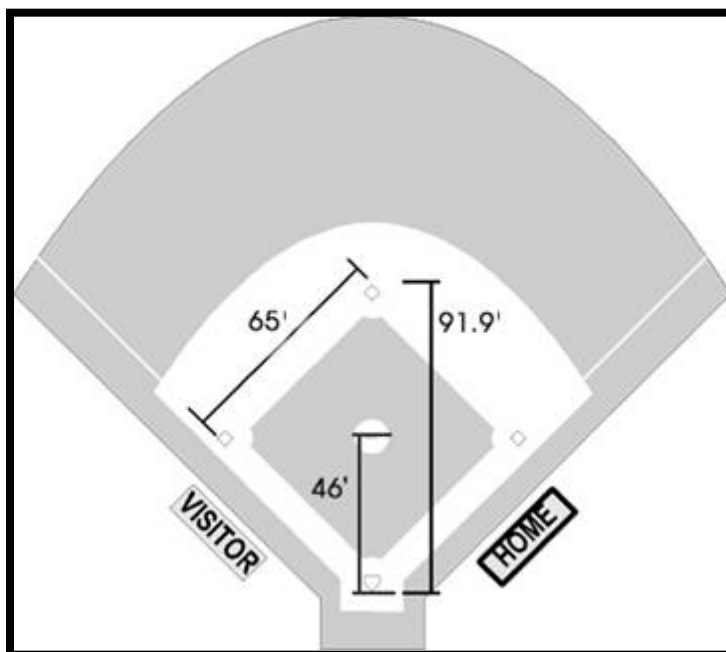
OTHER 9U DIVISION DETAILS

- A. Jewelry may not be allowed on pitchers unless worn for medical identification reasons, at ump discretion.
- B. Game time begins when the Coaches and Umpires have met at home plate and have been told they are “on the clock”. Once Ump has started their clock, then the home team may take the field to warm up. Pitchers are NOT allowed to start warming up on the mound before game clock has started.
- C. Game time is kept by the Umpires – not be the scoreboard.
- D. All will bat in a continuous batting order and play under the free substitution rule.
- E. Game length is 1:30 or six innings, whichever comes first. No inning will be started after the time limit is reached. The next inning begins as soon as the home team makes the final out in the previous inning.
- F. Pitching Rules: See Addendum 1A:
 - 1. Batted balls in fair play **ARE** considered a legal pitch and counted toward the allowed amount.
 - 2. Foul tips **ARE** considered a legal pitch and counted toward the allowed amount.
 - 3. Warm ups are **NOT** counted toward pitching maximum.
- G. Enforcement of pitch count rule:
 - 1. **First Offense:** Coach is placed on probation if a coach engages in a blatant violation of the rule
 - 2. **Second Offense:** Coach is suspended for one game.
 - 3. 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.
- H. Play Time - No player shall sit defensively two consecutive innings.
- I. The “mercy rule” for the 9U division is:
 - 1. 15 run lead after the 3rd inning.
 - 2. 11 run lead after the 4th inning.
 - 3. 6 run lead after the 5th inning.
 - 4. If the home team is leading by the mercy rule run amount going into the bottom half of the inning, the game is over.
 - 5. No team shall score more than five runs per inning.
- J. Tight bases (“no leading off”) will be played during all games.
- K. Base runners may leave the base they occupy once the pitch has crossed the plate.
- L. Running on a dropped third strike is not permitted.
- M. Runners may advance one base only at their own risk on any passed ball. If the catcher attempts to throw out a runner on a passed ball, the runner may not advance past the base to which he was attempting to steal.
- N. Game scores are recorded by the winning coach.
- O. CAB reserves the right to track the number of innings pitched based on information calculated by the umpires. This data, along with the number of pitches thrown, will help better ensure pitchers are being carefully monitored. And, as stated in the rules, each individual coach will be responsible for keeping up with pitches thrown by pitchers on their own individual team. Coaches will be subject to disciplinary action if pitch counts are not carefully monitored and recorded to include possible suspension or termination of coaching privileges.
- P. **In the event that 9U and 10U are combined, all rules are played by the older age group’s rules (10U rules on page 17).**



15. 10U Division Rules

FIELD DIMENSIONS



10U AGE GROUP SUMMARY

Ages:	10 years old on May 1 st .
Base Path:	65 feet
Pitching:	46 feet from front of pitching rubber to back of home plate.
Pitching Limits:	50 maximum pitches per pitcher per day (pitcher can pitch in multiple games before limit is reached in single day); two day maximum before mandatory rest period (see details outlined below).
Home Base to Second:	91.9 feet from back of home plate to the center of second base.
Length of Game:	1 hour and 30 minutes or six innings, whichever comes first.
Game Balls:	CAB will provide two new balls.
Ball Type:	Rawlings R100USSSA ball or other manufacturer's equivalent.
In Field Fly Rule:	Yes
Mercy Rule:	Yes
Ties Allowed:	Yes, except in bracket play.
Intentional Walks Allowed:	Yes
Balks Called:	Yes
Slashing:	Not allowed (one warning / next out).
Base Running / Lead Offs:	Loose Bases AKA "leading off".
Dropped Third Strike:	No
Score Kept:	Yes – By Home Team.
Equal Playtime Rule:	Yes - No player shall sit defensively two consecutive innings.



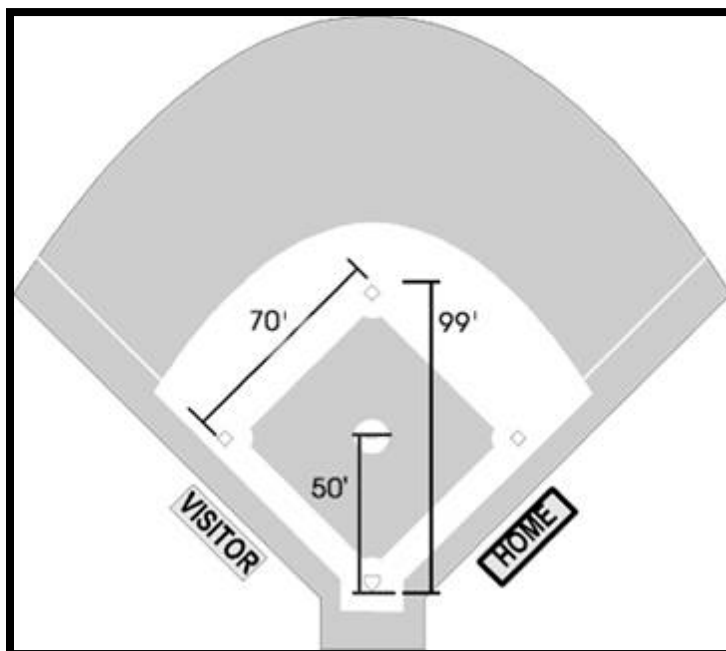
OTHER 10U DIVISION DETAILS

- A. Jewelry may not be allowed on pitchers unless worn for medical identification reasons, at ump discretion.
- B. Game time begins when the Coaches and Umpires have met at home plate and have been told they are “on the clock”. Once Ump has started their clock, then the home team may take the field to warm up. Pitchers are NOT allowed to start warming up on the mound before game clock has started.
- C. Game time is kept by the Umpires – not be the scoreboard.
- D. Game length is 1:30 or six innings, whichever comes first.
- E. No inning will be started after the time limit is reached.
- F. The next inning begins as soon as the home team makes the final out in the previous inning.
- G. Pitching Rules: See Addendum 1A:
 - 1. Batted balls in fair play **ARE** considered a legal pitch and counted toward the maximum.
 - 2. Foul tips **ARE** considered a legal pitch and counted toward the maximum.
 - 3. Warm ups are **NOT** counted toward pitching maximum.
 - 4. Enforcement of pitch count rule:
 - a) **First Offense:** Coach is placed on probation if a coach engages in a blatant violation of the rule.
 - b) **Second Offense:** Coach is suspended for one game.
 - c) 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.
- H. Play Time - No player shall sit defensively two consecutive innings.
- I. The “mercy rule” for the 10U division is:
 - 1. 15 run lead after the 3rd inning.
 - 2. 11 run lead after the 4th inning.
 - 3. 6 run lead after the 5th inning.
 - 4. If the home team is leading by the mercy rule run amount going into the bottom half of the inning, the game is over.
 - 5. No team shall score more than five runs per inning.
- J. Loose bases (leading off) will be played during all games.
- K. Balks will be called after a pitcher is given one warning (one warning per pitcher).
- L. Running on a dropped third strike is permitted pursuant to USSSA and Major League Baseball rules.
- M. CAB reserves the right to track the number of innings pitched based on information calculated by the umpires. This data, along with the number of pitches thrown, will help better ensure pitchers are being carefully monitored. And, as stated in the rules, each individual coach will be responsible for keeping up with pitches thrown by pitchers on their own individual team. Coaches will be subject to disciplinary action if pitch counts are not carefully monitored and recorded to include possible suspension or termination of coaching privileges.



16. 11 / 12U Division Rules

FIELD DIMENSIONS



11 / 12U AGE GROUP SUMMARY

Ages:	11 or 12 years old on May 1 st .
Base Path:	70 feet
Pitching:	50 feet from front of pitching rubber to back of home plate.
Pitching Count:	85 maximum pitches per pitcher per day; two day maximum before mandatory rest period (see details outlined below).
Home Base to Second:	99 feet from back of home plate to the center of second base.
Length of Game:	1 hour and 30 minutes or six innings, whichever comes first.
Game Balls:	CAB will provide two new balls.
Ball Type:	Rawlings R200USSSA ball or other manufacturer's equivalent.
In Field Fly Rule:	Yes
Mercy Rule:	Yes
Ties Allowed:	Yes, except in bracket play.
Intentional Walks Allowed:	Yes
Balks Called:	Yes
Slashing:	Not allowed (warning on first attempt; out on second attempt).
Base Running / Lead Offs:	Loose Bases AKA "leading off" is permitted.
Dropped Third Strike:	Yes
Score Kept:	Yes – By home team.
Equal Playtime Rule:	Yes - No player shall sit defensively two consecutive innings.



OTHER 11 / 12U DIVISION DETAILS

- A. Jewelry may not be allowed on pitchers unless worn for medical identification reasons, at ump discretion.
- B. Game time begins when the Coaches and Umpires have met at home plate and have been told they are “on the clock”. Once Ump has started their clock, then the Home team may take the field to warm up. Pitchers are NOT allowed to start warming up on the mound before game clock has started.
- C. Game time is kept by the Umpires – not be the scoreboard.
- D. Pitching Rules: See Addendum 1A:
 - 1. Batted balls in fair play ARE considered a legal pitch and counted toward the maximum.
 - 2. Foul tips ARE considered a legal pitch and counted toward the maximum.
 - 3. Warm ups are NOT counted toward pitching maximum.
 - 4. Enforcement of pitch count rule:
 - a) **First Offense:** Coach is placed on probation if a coach engages in a blatant violation of the rule
 - b) **Second Offense:** Coach is suspended for one game.
 - c) 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.
- E. Play Time - No player shall sit defensively two consecutive innings.
- F. The “mercy rule” for the 11U / 12U division is:
 - 1. 15 run lead after the 3rd inning.
 - 2. 11 run lead after the 4th inning.
 - 3. 6 run lead after the 5th inning.
 - 4. If the home team is leading by the mercy rule run amount going into the bottom half of the inning, the game is over.
 - 5. No team shall score more than five (5) runs per inning.
- G. All players in attendance for the game will bat in continuous batting order and play under the free substitution rule.
- H. USSSA and Major League Baseball rules apply.
- I. CAB reserves the right to track the number of innings pitched based on information calculated by the umpires. This data, along with the number of pitches thrown, will help better ensure pitchers are being carefully monitored. And, as stated in the rules, each individual coach will be responsible for keeping up with pitches thrown by pitchers on their own individual team. Coaches will be subject to disciplinary action if pitch counts are not carefully monitored and recorded to include possible suspension or termination of coaching privileges.



17. 13 / 14U and Older Division Rules

13 / 14U AND OLDER AGE GROUP SUMMARY

Ages:	Age as of May 1 st determines competitive age for year.
Base Path:	80 feet
Pitching:	54 feet from front of pitching rubber to back of home plate.
Pitching Count:	70 maximum pitches per pitcher per day; two day maximum before mandatory rest period (see details outlined below) (95 pitches).
Home Base to Second:	113.1 feet from back of home plate to the center of second base.
Length of Game:	1 hour and 45 minutes or seven innings, whichever comes first.
Game Balls:	CAB will provide two new balls.
Ball Type:	Rawlings R200USSSA ball or other manufacturer's equivalent.
In Field Fly Rule:	Yes
Mercy Rule:	Yes
Ties Allowed:	Yes
Intentional Walks Allowed:	Yes
Balks Called:	Yes
Slashing:	Yes
Base Running / Lead Offs:	Loose bases AKA "leading off" is permitted.
Dropped Third Strike:	Yes
Score Kept:	Yes – By home team.
Equal Playtime Rule:	Yes - No player shall sit defensively two consecutive innings.

OTHER 13 / 14U DIVISION DETAILS

- A. Jewelry may not be allowed on pitchers unless worn for medical identification reasons, at ump discretion.
- B. Game time is kept by the Umpires – not by the scoreboard.
- C. Pitching Rules: See Addendum 1A:
 1. Batted balls in fair play **ARE** considered a legal pitch and counted toward the maximum.
 2. Foul tips **ARE** considered a legal pitch and counted toward the maximum.
 3. Warm ups are NOT counted toward pitching maximum.
 4. Pitcher cannot pitch more than two days in a row.
 5. Enforcement of pitch count rule:
 - a) **First Offense:** Coach is placed on probation if a coach engages in a blatant violation of the rule.
 - b) **Second Offense:** Coach is suspended for one game.
 - c) 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.
- D. Play Time - No player shall sit defensively two consecutive innings.
- E. The "mercy rule" for the 13U / 14U division is:
 1. 15 run lead after the 3rd inning;



2. 11 run lead after the 4th inning;
 3. 8 run lead after the 5th inning.
 4. If the home team is leading by the mercy rule run amount going into the bottom half of the inning, the game is over.
- F. All players in attendance for the game will bat in continuous batting order and play under the free substitution rule.

18. All Other Items Not Covered

- A. USSSA and Major League Baseball rules apply.
- B. CAB reserves the right to track the number of innings pitched based on information calculated by the umpires. This data, along with the number of pitches thrown, will help better ensure pitchers are being carefully monitored. And, as stated in the rules, each individual coach will be responsible for keeping up with pitches thrown by pitchers on their own individual team. Coaches will be subject to disciplinary action if pitch counts are not carefully monitored and recorded to include possible suspension or termination of coaching privileges.

19. Registration and League Information

- A. For league information visit us on our website at, www.corinthareabaseball.com and like us on Facebook at www.facebook.com/corinthareabaseball.
- B. CAB and the City of Corinth requires a copy of your child / children's birth certificate(s) be submitted and approved in the registration database via website. This is required from all players, even if you participated last season. If you would prefer to submit a copy in-person then please make sure to attend the Player Evaluation / Player Draft Day to have a copy submitted. All certificates will be stored securely in the system and you should not have to submit another birth certificate.
- C. **CAB Board:** Please remember, the Board is made up of volunteers who have full time jobs. Please work with us to make every season great. We are always looking for CAB volunteers. If you are interested, please fill out the Board Application which can be found online.
- D. **Refund Policy:** If a player drops before the end of regular registration, there is a 100% refund. If a player drops before the day of the draft, a 50% refund will be issued. If a player drops from the roster after **teams have been formed at draft there will be no refund.**
- E. **Check Policy:** Any checks made payable to CAB which are returned will be subject to a \$50.00 return check fee.
- F. **Fundraising:** CAB does not do the traditional fundraising of selling items from a catalog. While it is not required, we strongly urge teams to obtain sponsorships to help pay for uniforms, equipment, and umpires, just to name a few items. The sponsorship forms are on the website. If you can assist your coach now by obtaining a sponsorship from your employer or another source, it will help tremendously.
- G. Our website and Facebook page are designed to highlight the achievements of the kids. Please share your photos. Send them to board.cab@gmail.com so they can be posted on the website and Facebook.

It's all about the kids! Play ball!

