

**Fall 2024
Boys Baseball
Rulebook**



**Chesterfield
Baseball & Softball
Association**

2024 Baseball Rules Grid (12U - High School on back cover)

Age	7 & under		8 & under		9 & under		10 & under		11 & under	
	Select / American	American	Select	American	Select	American	Select	American	Select	American
Base Length	50	60	65	65	65	65	65	65	65	70
Pitch Dist	35	40	45	45	45	45	45	45	45	50
Innings Played	N/A	7	7	7	7	7	7	7	7	7
Game Time limits	1:15	1:20	1:40	1:40	1:40	1:40	1:40	1:40	1:40	1:40
Complete Game	3 innings	3 innings	3 innings	3 innings	3 innings	3 innings	3 innings	3 innings	3 innings	3 innings
Mercy Rules	None	None	15/3, 10/4, 8/5	15/3, 10/4, 8/5	15/3, 10/4, 8/5	15/3, 10/4, 8/5	15/3, 10/4, 8/5	15/3, 10/4, 8/5	15/3, 10/4, 8/5	15/3, 10/4, 8/5
Max Runs/Inning	5 *	5	5	5	5	5	5	5	5	No limit
Pitch. Outs Allowed	N/A	N/A	9 Outs	9 Outs	9 Outs	9 Outs	9 Outs	12 Outs	12 Outs	12 Outs
Balks Enforced	N/A	N/A	No	No	1 warning	1 warning	1 warning	Yes	Yes	Yes
Lead-Off/ Steals	No	No	Yes **	Yes **	Yes	Yes	Yes	Yes	Yes	Yes
Steal Home	No	No	No	No	No	No	No	Yes	Yes	Yes
Drop 3rd Strike	N/A ****	Out ****	Out	Out	No	No	No	Yes	Yes	Yes
Bat the Rooster	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Infield Fly	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Bunting	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Courtesy Runner	N/A	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Metal Spikes	No	No	No	No	No	No	No	No	No	No
Bat Ratio	None	None	None	None	None	None	None	None	None	-10
Bat Specs	1.15 BPF Stamp or USA Stamp	1.15 BPF Stamp or USA Stamp	1.15 BPF Stamp or USA Stamp	1.15 BPF Stamp or USA Stamp	1.15 BPF Stamp or USA Stamp	1.15 BPF Stamp or USA Stamp	1.15 BPF Stamp or USA Stamp	1.15 BPF Stamp or USA Stamp	1.15 BPF Stamp or USA Stamp	1.15 BPF Stamp or USA Stamp
Bat Length	30" Max	30" Max	31" Max	31" Max	31" Max	31" Max	32" Max	32" Max	32" Max	33" Max
Pitch Mound	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

* 5 runs or entire lineup batted, whichever occurs first

** Can steal but cannot lead off

*** Batter gets 6 pitches from machine, then unlimited swings from tee (if no tee available, coach assists batter to hit a machine pitched ball)

**** Batter gets 6 pitches or 3 strikes to put ball in play, or is out. If 6th pitch is a foul, batter receives 7th pitch, etc.

Forward

The Chesterfield Baseball & Softball Association (CBSA) was founded in September 2005, with the objective of providing a quality baseball and softball experience for children of all skill levels. CBSA provides Select League (competitive) and American League (recreational) baseball programs for boys.

CBSA Mission Statement

Chesterfield Baseball & Softball Association (CBSA) is a non-profit organization whose mission is to develop, supervise, and voluntarily assist the interest of those who participate, at all skill levels, in Chesterfield Baseball & Softball Association.

Through proper guidance and exemplary leadership, we strive to develop and promote individual character exemplified through:

- Sportsmanship
- Physical wellbeing
- Discipline
- Respect
- Teamwork

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Part I - Administrative Rules

Paragraph A

2024 Age Divisions

Sec. 1 - The CBSA age requirements for boys' baseball shall be as follows:

- (A) **5U DIVISION**, to include players who have attained the age of five (5) years by being born between May 1, 2018 and April 30, 2019;
- (B) **6U DIVISION**, to include players who have attained the age of six (6) years by being born between May 1, 2017 and April 30, 2018;
- (C) **7U DIVISION**, to include players who have attained the age of seven (7) years by being born between May 1, 2016 and April 30, 2017;
- (D) **8U DIVISION**, to include players who have attained the age eight (8) years by being born between May 1, 2015 and April 30, 2016;
- (E) **9U DIVISION**, to include players who have attained the age of nine (9) years by being born between May 1, 2014 and April 30, 2015;
- (F) **10U DIVISION**, to include players who have attained the age of ten (10) years by being born between May 1, 2013 and April 30, 2014;
- (G) **11U DIVISION**, to include players who have attained the age of eleven (11) years by being born between May 1, 2012 and April 30, 2013;
- (H) **12U DIVISION**, to include players who have attained the age of twelve (12) years by being born between May 1, 2011 and April 30, 2012;
- (I) **13U DIVISION**, to include players who have attained the age of thirteen (13) years by being born between May 1, 2010 and April 30, 2011;
- (J) **14U DIVISION**, to include players who have attained the age of fourteen (14) years by being born between May 1, 2009 and April 30, 2010;
- (K) **HIGH SCHOOL**, to include players who are in High School up to, and including Seniors, who had graduated that calendar year.

Paragraph B

Team/Player Qualification

Sec. 1 - The current season shall start on **March 1** and end on **July 31**. During the period from March 1 to July 1, no player or their parent/guardian shall be approached by anyone for the purpose of recruiting the player for another team.

Sec. 2 - A team will be designated and can only play in one CBSA division (i.e. a team cannot play in both the Select League and the American League or a team cannot play in both 12U and 13U age divisions).

Sec. 3 - No player can play on more than one CBSA team.

Sec. 4 - A player is allowed to play on a team above his age requirement (i.e. an older team). A player is NOT allowed to play on a team below his age requirement.

Sec. 5 - The membership of a team may be terminated:

(A) By resignation;

(B) By action of the CBSA Board of Directors.

Sec. 6 - A team, which has previously resigned or has been suspended by the CBSA Board of Directors, may appeal at any time to the CBSA Board of Directors for reinstatement.

Sec. 7 - A team, after forfeiting three (3) league games, scheduled or rescheduled, shall be automatically eliminated from further competition and shall forfeit ALL games prior to the third forfeit, and its membership in CBSA shall be terminated and no registration refunds will be given.

Sec. 8 - No player, manager or coach, without written permission of the CBSA Board of Directors, shall be eligible to:

(A) Play a CBSA game if said player, manager or coach shall have received a monetary or other valuable consideration for the services rendered previously as a player manager or coach on a team;

(B) Be a member of a team in the CBSA if said team receives more than actual expenses since the opening of the current season;

(C) Received compensation for their services rendered to a team of the CBSA. This shall not operate to prevent suitable prizes or awards being given to the players.

Sec. 9 - A player, manager or coach participating in a baseball game played for monetary consideration, pecuniary stakes or wagers, when such game is not sponsored or authorized by the CBSA, shall be considered as having personally received a monetary or other valuable consideration.

Sec. 10 - A player must be current with all CBSA registration fees and manager must have completed the manager background check to be eligible to play in the current season.

PARAGRAPH C

Player Transfers

Sec. 1 - No player shall be eligible to play with another CBSA team unless they have been properly released by the manager of the team with which they previously signed to play. Such release **must** be properly filed, via email to the CBSA age group coordinator, by the releasing manager on an Official Roster, and must be approved by the CBSA Board of Directors. The player must be added to the new team's roster, and **approved** by the CBSA Board of Directors prior to playing on the new team.

Sec. 2 - Any player violating **Sec. 1** section shall stand automatically suspended from play for the balance of the current season.

Sec. 3 - After the fourth (4th) regularly scheduled league game of the current season, a player who is officially registered with a team in any league, if released, shall be ineligible to play in any league on a team of higher standing or division than the team with which they originally played.

Sec. 4 - A player is entitled to free transfer, upon approval of the CBSA Board of Directors, if the player does not play in a game as required by these rules.

PARAGRAPH D

Registration of Players, Managers and Coaches (Rosters)

Sec. 1 - Teams desiring to play during the current season must have a CBSA approved roster prior to the start of said season which applies to the current season only. No team shall have at any one time over sixteen (16) players on its Official Roster or on the players' bench during a regularly scheduled league game, rescheduled league game or elimination game. A team may also have a non-playing manager and no more than two (2) non-playing coaches. A team must have a minimum of nine (9) players in the baseball divisions. No new players may be added to existing CBSA teams unless the total number of players drops below the maximum number permitted.

Sec. 2 - CBSA will recognize an approved roster as entered on the CBSA web site. Each manager, coach and parent must complete the registration process within the CBSA system. The manager will then accept and validate this registration, which will then authenticate the approved roster.

Sec. 3 - In order to be eligible to participate in a CBSA game, a player must be properly registered on the Official CBSA roster. Verification of proper age shall be the responsibility of the team manager. Teams fielding players older than the upper age limits prescribed for the various divisions shall forfeit all CBSA games that said player or players have participated in. Said player or players will be removed from the team roster and the team permitted to play the balance of the league schedule.

Sec. 4 - Player Registration will close on 1/31. Any registration received after that date, will be considered based on available space, and will receive a \$25 late fee. To be considered in compliance, this player must be entered into the CBSA registration system. Full player refunds may be issued prior to

April 1. Refund requests must be submitted via email to age level coordinator, commissioner and administrator.

Sec. 5 – Full refunds for team registration may be issued prior to Feb. 1. After game schedules have been complete, there will be no refunds.

Sec. 6 - For 8U and older American League Team formation, until 2/15, each age group coordinator reserves the right to add pool players to any roster with fewer than 13 players.

Sec. 7 - Official CBSA rosters must be completed and validated by the manager by April 1. **Rosters are frozen on April 1.** Failure to comply with this rule will result in game(s) forfeited until an official roster is on file with CBSA. The CBSA Baseball Commissioners shall be empowered to prevent any team without a valid roster on file from playing in the CBSA organization.

Sec. 8 - During the season, roster changes can be made on an extenuating and exception basis only. Any roster additions must be approved, in writing (i.e. email), by the age group coordinator or commissioner. **Once approved, to be considered in compliance this player must be entered into the CBSA registration system by forwarding a completed registration form to the CBSA league administrator.** This request must be completed 24 hours in advance of the day of the game. Request for roster additions may be made as the result of player transfer, resignation or injury, and must not be in violation of any other rule of the Association (i.e. the new rostered player cannot be on another CBSA roster).

Sec. 9 - No player may be registered with more than one (1) CBSA team at any one time during the current season.

Sec. 10 - Roster registrations of players, managers and coaches apply to the current season only.

Sec. 11 - Each team, prior to the start of any league game, shall have on hand a copy of the team's approved CBSA roster to submit to the game umpire in chief, if requested.

PENALTY for Sections 7 through 11 is FORFEITURE of all games where violation occurred.

Sec. 12 - The registration of a player on an Official CBSA Roster does not exempt them from a protest at a later date provided sufficient proof of ineligibility is presented at the time of protest. The CBSA Board of Directors, upon proper evidence by any bona fide team member of the Association, must declare the player in question ineligible and their team **automatically forfeits any and all games in which such player(s) played as a member of that team.**

Sec. 13 - Guest Players

Team Eligibility

- Team must have at least 11 players on Official Roster
- Team must have 8 or fewer available players to enlist a guest players

Guest Player Requirements

- Must be a current CBSA player in the same division/ level and lower (Select Silver may borrow Select Silver or below, American Silver may only borrow American Silver, etc)
- Cannot be from a division higher
- Must wear their own team uniform
- Guest players cannot pitch

Managers must notify coordinator 24 hours before game. Not for permission but so coordinator can let the opposing manager know of guest player. Umpire and other manager must be made aware of guest player at ground rules.

PARAGRAPH E

Managing, Coaching and Umpiring

Sec. 1 - Two offensive coaches (1st base and 3rd base coaches) will be allowed on the field. One defensive coach will be allowed on the field. This defensive coach may be allowed on a bucket, on the field, thus being in the field of play and subject to interference rules and penalties.

Sec. 2 - A player, manager, coach and/or family thereof is prohibited from umpiring in any officially scheduled or rescheduled CBSA league game. In the event that this necessity must occur, the Umpire-In-Chief shall notify the opposing manager before the start of the game. The affected manager shall have the choice of where the umpire shall be stationed.

Sec 3 - While at the CVAC complex, managers, coaches and umpires are forbidden to use profane language, tobacco products or alcoholic beverages at any time prior to or during the course of their game.

Sec. 4 – All managers with any team, in any League or Division, must complete the online background check by Feb. 28. Findings will remain confidential; however, any person found to be a registered sex offender, will not be permitted to participate in any position, manner or capacity whatsoever with CBSA and its' affiliates at any time or place.

PARAGRAPH F

Scheduling and League Rules

Sec. 1 - Official schedules shall be made available prior to the beginning of the league season showing: the dates, starting times, game locations and the opposing teams for all league games.

Sec. 2 - All Divisions will schedule regular league games beginning the last week of March, with the last regularly scheduled league game to be completed by June 30.

Sec. 3 - Once schedules are received; all schedule conflicts must be rescheduled by the coaches meeting. After coaches meeting only weather-related scheduling change requests will be allowed. After coaches meeting any schedule change request would be reviewed on an exception basis and must be approved by the Age Group Coordinator and/or Commissioner or swapped with another game. If the process is not completed within 7 days of the original request, a forfeit will be declared against the team whose manager did not complete the process.

Sec. 4 - Originally scheduled or rescheduled CBSA league game shall not be scheduled to start after 9:30 P.M.

Sec. 5 - ALL CBSA LEAGUE GAMES MUST START PROMPTLY AS SCHEDULED!

Sec. 6 - Should either team not be ready to start the game within fifteen (15) minutes after the scheduled starting time, the Umpire-in-Chief SHALL forfeit the game to the opposing team. Should BOTH TEAMS violate this section, each team shall be charged with a loss. A manager who decides to forfeit prior to game time shall notify the CBSA Baseball Commissioner, the Umpire-In-Chief, the CBSA Umpire Administrator, and the opposing team manager. All managers are cautioned to not accept a forfeit unless approved by CBSA Baseball Commissioner.

Sec. 7 - All games forfeited will be recorded as a 0-14 loss to the team that concedes the forfeit, and a 14-0 win to the “non-forfeiting” team. Should both teams forfeit, both teams will be charged with a loss of 0-14. Forfeited games will be recorded in the standings. After the regularly scheduled season, any un-played league games will be recorded as aforementioned forfeits in the final standings.

(A) As a courtesy, a manager who decides to forfeit prior to game time is asked to notify (via email) the Director of Scheduling or the Umpire-In-Chief as well as the opposing team manager.

(1) Home team manager must inform Division Coordinator of any forfeited games.

(2) Division Coordinator must then contact CBSA Administrator who will record scores in league standings.

(B) Teams must complete all scheduled games. After the regularly scheduled season, all un-played games will be recorded as forfeits and no registration refunds will be given.

Sec. 8 - The Official Start Time of every CBSA league game will be established by the Plate/Field Umpire at the time of the COMPLETION OF GROUND RULES. This will be the governing

time by which the games time limit, hereinafter outlined, will be applied. A game may start early (before the official start time) only if **BOTH MANAGERS and UMPIRES** agree.

Sec. 9 - Baseball Divisions 9U to High School shall have a time limit of **one (1) hour and forty (40) minutes**. The 7U Division shall have a time limit of one (1) hour and fifteen (15) minutes. The 8U Division shall have a time limit of one (1) hour and twenty (20) minutes. 8U to High School Divisions are time limit or 7 innings, whichever comes first.

Sec. 10 - The Official time will be kept with a timing device on the field.

Sec. 11 - At the end of the time limit specified, if a run limit per inning exists for the division and either team is ahead by more runs than can be scored in the half inning, the game will be called complete and the inning will not be concluded. The game shall count as a legal game regardless of the number of innings played.

Sec. 12 - In case of a tie after the time limit has expired or 7 innings have been completed, the game will be recorded as a tie. There is no tiebreaker.

Sec. 13 - A new inning begins **IMMEDIATELY** after the final out is recorded of the preceding inning.

Sec. 14 - If a preceding game does not end more than TEN (10) minutes prior to the scheduled start time of the next game, the next game shall start within TEN (10) minutes after the end of preceding game. Under these circumstances, no infield practice will be taken by either team. Under all other circumstances, all games will start on schedule, even if infield practice must be shortened or curtailed.

Sec. 15 - CBSA will observe a **field curfew of 12:00am**. Any game exceeding this curfew will be considered complete if after 2 ½ innings the Home Team is winning, or after 3 innings if the visiting team is winning. If the game is stopped **AFTER 3** innings, **AND** is in the middle of the inning, results would be determined

based on the score of the previous inning. If the game was tied at the end of the previous inning, the game shall be recorded as a tie in the official league record.

Sec. 16 - The **FIRST** named team on the CBSA system generated league schedule shall be the **HOME TEAM** for all purposes.

Sec. 17 - All postponed or suspended League games must be rescheduled by the **HOME** team manager with the following criteria:

(A) Within four (4) days, Home team manager shall offer visiting team manager at least two (2) reschedule dates.

(B) Within four (4) days, the Visiting team manager must accept one (1) of the dates offered and notify Home team manager of the date selected.

(1) Home team manager will enter reschedule date and confirm date with the Visiting team manager within twenty-four (24) hours.

(2) If difficulties are encountered with field availability, it is the responsibility of the Home team manager to contact the CBSA League Game Scheduler for alternate dates. If the last game of the season is postponed or suspended and has a bearing on the division championship, it must be rescheduled and replayed within (5) days.

Penalty: Should either Home or Visiting team manager fail to meet above criteria for the rescheduling of any game, said team will be charged with a **forfeit** (recorded as a 0-14 loss in the league standings)

Sec. 18 - CBSA may postpone a game due to inclement weather prior to the game. In this event, the home team manager shall notify the visiting manager as early as possible. All other game stoppages due to weather conditions shall result in the game being delayed. The authority to officially postpone games, due to weather, shall be a decision coordinated by the Umpire-in-Chief on the field of play, the CBSA Board Member on duty and the City Manager on duty. Players, managers and coaches must report to the field of play to receive official confirmation of a

game postponed by the Umpire-in-Chief. Failure to so report will result in a forfeit being declared.

Sec. 19 - In the event of rain or inclement weather, a game will be considered complete if after 2 ½ innings the Home Team is winning, or after 3 innings if the visiting team is winning. If the game is stopped AFTER 3 innings, AND is in the middle of the inning, results would be determined based on the score of the previous inning. If the game was tied at the end of the previous inning, the game shall be recorded as a tie in the official league record.

Sec. 20 - In the event a game is stopped due to weather, and is NOT a completed game, a rescheduled game will be set and restarted from the beginning.

Sec. 21 - Field Conditions and game status will be posted on the Chesterfield Valley Athletic Complex Rain-Out line: 636-537-4770 x2 x1. Updates are posted by 3:00pm week days and by 6:30am on weekends. Changes due to weather conditions are updated as soon as possible.

Sec. 22 - If two (2) or more teams are tied for the league championship, or runner-up, at the close of the regular CBSA league schedule, the league champion and runner-up will be declared using the following tiebreaker rules.

- (A) Head-to-head results (for two teams only)
- (B) Runs allowed in all games
- (C) Runs scored in all games
- (D) Coin toss

Sec. 23 - If two or more teams are tied for the league championship, once a champion is determined by the above tie-break process, the next team will receive 2nd place. No 3rd place is awarded. If a champion is determined, and two teams are tied for league runner up, once a runner up is determined by the above tie-break process, that team will receive 2nd place. No 3rd place is awarded.

Sec. 24 - Game cards will be used as the official record of the game. Upon the completion of the game, the umpires will present a game card, recording the final score, to the home team score-keeper for verification. The home team will be the official score. Once verified, this card will then become official and the results will be posted and applied to the league standings.

PARAGRAPH G

Conduct

Sec. 1 - All that is dishonorable, unsportsmanlike and unbecoming a gentleman/lady is condemned. The use of intoxicants in any form or profane or vulgar language by players, managers, coaches, or league officials is strictly prohibited. This restriction applies to the field of play, the players' bench, or anywhere near the field of play.

Sec. 2 - Any player, manager, coach, fan or team guilty of conduct such, as described in hereof, **SHALL BE REMOVED FROM THE GAME, AND FROM THE AREA SURROUNDING THE FIELD, AT THE DISCRETION OF THE UMPIRE-IN-CHIEF, AND SUCH PERSON MAY BE SUBJECT TO PROBATION OR SUSPENSION BY CBSA. SAID OFFENDER WILL BE REQUIRED TO LEAVE THE FIELD AND GO TO THE PARKING LOT. RETURNING TO THE FIELD AFTER THE GAME IS FINAL IS NOT PERMISSIBLE. FAILURE TO COMPLY WILL RESULT IN GAME FORFEITURE.** The Umpire-in-Chief will submit a written report of the incident to the appropriate CBSA Commissioner within 72 hours.

Sec. 3 - Any player, manager, coach or spectator ejected from a game, the following penalty will apply:

- 1st offense – current game plus one additional game suspension
- 2nd offense –current game plus five additional games suspension
- 3rd offense – 1 year suspension
- **Any time there is contact to the umpire - minimum 1 year suspension to maximum lifetime suspension**

- Suspension can continue into the next season.
- **FINAL DECISION WILL BE MADE BY THE CBSA BOARD OF DIRECTORS**

Sec. 4 - Suspension rules carry over to those involved with multiple teams. Any manager or coach suspended with one team, must observe the suspension and cannot participate, coach or manage with another CBSA team as outlined by the rules above.

Sec. 5 - A team penalized with a player ejection shall receive a recorded out each time the ejected player's slot comes up during the remainder of the game.

Sec. 6 - The Manager of a team is responsible for the conduct of their players, coaches, and followers of the team. This responsibility includes activities before, during and after the game. Failure of the manager to control or maintain proper conduct of their team players, coaches, and/or followers will result in the ejection of the manager from the game (or next game for postgame violations). Should a second ejection of any player or coach occur, the Umpire-in-Chief **will declare a forfeit.**

Sec. 7 - Any CBSA manager who directly or indirectly approaches a CBSA player for persuading them to leave their team during the current season (March 1 - July 1) shall be suspended from participation in the CBSA for a period of one (1) year.

Sec. 8 - A Manager, Coach, Player, Substitute, Attendant, or other bench personnel shall not:

(A) Throw a bat or helmet during or after an at bat. (**Penalty, the first offense shall result in a warning. The second offense shall result in an out. The third offense shall result in an out and an ejection from the game and an out being called each time the player's spot comes up in the lineup. The offender will be removed from the field. Failure to comply shall result in the game being forfeited**)

(B) Yell “balk,” “infield fly,” call “Time” or use any command or commit any act for trying to cause the opposing pitcher to balk (**Penalty**, the umpire shall eject the offender(s) from the field. Failure to comply shall result in the game being forfeited);

(C) Use words or act to incite or try to incite spectators to demonstrations, or use profanity or remarks which reflect upon opposing players, umpires, or spectators (**Penalty**, if the offense is judged to be of a minor nature, the umpire may warn the offender(s) and then eject them if they repeat the offense);

(D) Enter the area behind the backstop at any time (**Penalty**, if the offense is judged to be of a minor nature, the umpire may warn the offender(s) and then eject them if they repeat the offense);

(E) Use amplifiers, bullhorns, whistles or other noise making devices on the bench or on the field during the game.

(**Penalty**, if the offense is judged to be of a minor nature, the umpire may warn the offender(s) and then eject them if they repeat the offense);

(F) Maliciously interfere (verbally or physically) with a fielder/ batter at any time. A player **MUST** attempt to avoid contact (by sliding, giving up or returning to the previous base) There **MUST** be malicious intent for the offender to be penalized. Interpretation shall be the discretion of the umpire. (**Penalty**, an out will be called and the umpire shall eject the offender from the field. Failure to comply shall result in the game being forfeited); **CBSA DOES NOT HAVE A SLIDE RULE.**

(G) Have any object in their possession in the coach’s box other than a score book which shall be used for scorekeeping purposes only (**Penalty**, if the offense is judged to be of a minor nature, the umpire may warn the offender(s) and then eject them if they repeat the offense);

(H) Any team whom has a player ejected for violations outlined above, shall receive a recorded out each time the ejected player’s slot comes up during the remainder of the game.

(I) Players in the game are prohibited from wearing METAL jewelry such as rings, watches, earrings, bracelets, necklaces or other cosmetic or decorative items that are hard. Cloth or rubber “sports” necklaces and bracelets are allowed. Religious and medical-alert medals are not considered jewelry. A religious medal must be taped and worn under the uniform. A medical-alert medal must be taped and remain visible (**Penalty**, at the end of playing action, the umpire shall notify the manager/coach of the team involved that offending player will not be permitted to enter or continue the game until violation is corrected). Any pitcher wearing sleeves under their uniform, (i.e. undershirt or arm sleeves) **MUST** wear 2 (two) sleeves of the same color or none. No white sleeves will be permitted.

PARAGRAPH H

Protest Procedures

Sec. 1 - ALL PROTESTS WILL REQUIRE A \$100 CASH DEPOSIT UP FRONT. All protests will be reported to the presiding Umpire-In-Chief and shall be **RESOLVED IMMEDIATELY**. No protest or actions shall be considered once a final decision is made. Protests will be handled at the time the protesting manager brings it to the attention of the umpires. **Call the UIC on duty immediately.** Protest fee will be refunded in the event a protest is upheld. **ONCE A GAME IS COMPLETE, NO PROTEST WILL BE ALLOWED (This rule includes roster protests.) IF THE VIOLATION IS BROUGHT TO THE UMPIRE’S ATTENTION AND NO PROTEST IS FILED, YOU WILL NOT BE ALLOWED TO FILE A PROTEST LATER FOR THE SAME VIOLATION.**

Roster Check – a manager can request a roster check of an opposing team prior to the start of the game. When a player arrives after the start of the game, the coach has the right to check the roster again for that player. There will be no protest fee associated with a roster check if it is requested before the start of the game and when a late player arrives. Once game time has started, if the opposing manager wants to do a further roster protest before the last out of the game, they will be required to pay a \$100 protest fee. Roster checks will be performed by the umpire and manager requesting the roster check. It is advised that all CBSA teams and their manager bring a printed copy

of their official roster to all CBSA league games their team is scheduled to play.

If an official CBSA roster cannot be provided (online or hard copy) within 5-10 minutes of the initiation of the roster check, the team being challenged will forfeit that CBSA league game. The team that won the game by forfeit will then be able to use that game field for practice and must be completed within 15 minutes prior to the next scheduled game behind their original game time.

If the roster check results in an ineligible player being discovered before the game, then the player cannot play the game and the coach is suspended for that game and their team's next scheduled game (same penalty as listed in Code of Conduct). The game will not be forfeited at this point.

If the roster check results in an ineligible player being discovered during the game, then the team with the ineligible player will forfeit the game and the manager of that team will be suspended for their team's next schedule game. The manager of the violating team will also be subject to penalties listed in the Code of Conduct, which include additional team forfeits, manager suspension and potentially the manager being removed from the CBSA league.

PARAGRAPH I

Rules Violation

Sec. 1 - A team manager shall be obligated to secure a current copy of the Official Baseball Rules, and a copy of the CBSA rulebook. They shall acquaint their players and coaches with the contents of both rulebooks.

Sec. 2 - Any player, manager, coach, or team violating any of the rules herein referred, shall be brought under review of the Umpire-In-Chief and/or the CBSA Board of Directors. The structure, incident report, rules, actions, penalties and details will be observed in accordance with the bylaws of CBSA.

Sec. 3 - An umpire has the right to eject a player, manager, coach, or team for the remainder of the current game **ONLY**. When, in their judgment, such player, coach, manager, or team has committed a **SERIOUS** offense against the rules, they can recommend that further disciplinary action be taken in the matter.

PARAGRAPH J

Rule Changes

Sec. 2 - Rule changes for 2024

Part II, Paragraph A, rule 26

CBSA does not enforce recently added MLB rules

Part II, Paragraph C, Special Rules 8U Divison

On turf fields with a white softball circle, the pitcher shall have one foot inside or on the white circle. On fields without softball circles, the pitcher shall be within five (5) feet of the pitching machine. The pitcher may never be stationed in front of the machine.

Part II, Paragraph D, Special Rules 9U Divison Select League

9u Select League Gold Division will play by 10u Select League rules regarding runs per inning, balks, stealing 2B after a walk, coming home on a wild pitch/passed ball, and dropped 3rd strike.

Part II, Paragraph I, Special Rules 14U Divison

All 14u teams will have the option of batting the roster or only batting 9 players with substitutions.

Part II - Baseball Playing Rules

Paragraph A

General

Sec. 1 - All baseball games of the CBSA shall be governed by the current edition of the Official Baseball Rules, except as modified by Part I Paragraph F and the following sections.

Sec. 2 - Free substitution will be observed in all divisions, except as restricted at the pitcher's position. A player may be removed from a defensive position at any time and may re-enter the game at that position or any other position, except pitcher at any time and as often as desired.

Sec. 3 - Each player **MUST** be permitted to play a minimum of **TWO (2)** innings in a five (5) inning game, or **THREE (3)** innings in a seven (7) inning game in every scheduled and/or rescheduled CBSA league game, except in the following instances. **Penalty for violation is FORFEIT.**

(A) The player must be available, able and willing to play and the manager does not have just cause for withholding the player from the game. If the player is present at the game and will not play, the Umpire-in-Chief must be notified prior to the start of the game, or as the scenario arises, as to the reason. The Umpire-in-Chief shall notify the opposing manager. This player may enter the game only at the discretion of the Umpire-in-Chief to replace an injured player provided all other eligible players have previously entered the game at that point;

(B) A player is ejected from the game or removed from the game due to sickness or injury.

(C) A game is shortened due to reaching mercy rule run limits.

Sec. 4 - Teams in all divisions MUST bat their entire roster of eligible players. The batting order shall not be changed during the game, except when player is injured (the line-up shrinks and no penalty applied), a player must leave before the end of the game (the line-up shrinks and no penalty applied) or a player is ejected by the umpire (the line-up shrinks and an out is recorded as outlined in Paragraph G). All players listed on the batting order must be present at the start of the game. Any player arriving after the start of the game shall automatically be placed at the bottom of the batting order.

NOTE: Ambidextrous (switch) pitchers must choose with which arm they will to pitch to each batter first. Then, batters will select the side of home plate from which they will hit. The pitcher and batter are each allowed one switch during the plate appearance, after the first pitch is thrown. However, the batter may only switch if the pitcher switches first.

Sec. 5 - In the event of injury during a player's turn at bat, for which said player must be removed from the line-up, and for which a pitch count exists, the injured batter will be replaced by the player who made the last out and that player (batter) shall assume the pitch count from the exact point at which it was last recorded by the umpire (on the injured/removed batter).

Sec. 6 - The baseball to be used in CBSA games will be those selected by CBSA prior to the start of the current season.

Sec. 7 - CBSA umpires will provide game balls for all games 7U and older. Both teams will be requested to retrieve foul balls. In the event of lost baseballs, during the game the umpire will alternate request of additional baseballs, starting with the home team.

Sec. 8 - Aluminum, composite and wood bats are permitted in all divisions. CBSA authorizes the use of USA and USSSA stamped bats. All game bats (except wood) must have a 1.15 BPF stamp (8U to 14U) or BBCOR stamp (High School) and must be within age appropriate length-to-weight ratios.

- 7U thru 10U – no drop requirements
- 11U and 12U -10
- 13U -8
- 14U -5.5
- High School -3

PENALTY: First violation; batter is out and player is warned. Second violation of any player on same team: team forfeits. Team equipment violation protests may be initiated by either the umpire or by the opposing manager, who will then bring it to the umpire's attention. The umpire will have the final decision as to whether a bat or any team equipment being used is in violation of the rules. The umpires have the right to inspect all team equipment at any time before or during the game for violations.

Sec. 9 - All players must wear numbers on the back of their uniforms. This number must be a minimum of SIX (6) inches from top to bottom. Each player must have a unique number and their number must be listed on the batting order presented to the opposing team.

Sec. 10 - The home team scorekeeper shall be the official scorekeeper. The opposing team's scorekeeper shall be immediately notified of withdrawals and additions to the batting order and all changes at the position of pitcher.

Sec. 11 - Games in ALL Divisions shall be seven (7) innings in length. Any reference in the Official Baseball Rules as compiled and adopted by the Commissioner of Baseball to "ninth inning" shall apply to the "seventh inning" of such CBSA games.

Sec. 12 - Whenever a game is played on a diamond with distance between bases is less than ninety (90) feet, the coaches boxes at first and third base shall be moved in towards home plate so to be in the same relative position with first and third base as on a regulation ninety (90) foot diamond.

Sec. 13 - A team in any division must start a game when seven (7) players are present. If a player(s) must be removed from the lineup after the start of the game, the game shall continue unless the team falls below 7 players, thus resulting in a game forfeit.

Sec. 14 - Once a player is removed from pitching, a player **may** not return to pitch in the same game, however, the player may remain in the game at any other position. Should a manager/coach make two (2) visits to the mound in the same inning, the pitcher **must** be removed from pitching. Crossing the foul line begins a visit to the mound and leaving the mound area ends a visit.

Sec. 15 - At the discretion of the offensive team manager, a courtesy runner can be used for the pitcher and/or catcher of record (previous inning), or an injured player (at bat or on bases). The courtesy runner rule ***can be applied at any time***. The **last out** will be used as the courtesy runner or the least most likely player to come up to bat. The courtesy runner is not mandatory.

Sec. 16 - The following run limits per inning will be observed:

- (A) American League 8U-14U: maximum of 5 runs per inning
- (B) Select League 8U-9U: maximum of 5 runs per inning
- (C) Select League 10U-14U: unlimited number of runs per inning
- (D) High School: maximum of 5 runs per inning

Sec. 17 - Shoes with metal spikes or metal cleats are **STRICTLY PROHIBITED** on all CBSA fields at all ages.

Sec. 18 - All offensive players on the field of play **MUST** wear helmets with earflaps while the ball is LIVE and in play. If a player intentionally discards or removes their helmet during play there will be a **DELAYED DEADBALL**, the player will receive one warning and be called out on second offense of any player. (One warning per team). If a player accidentally loses their helmet while running the bases, he need not retrieve it until the play is complete.

Only coaches or uniformed players are allowed on the field of play. This is to prevent those without helmets to enter field – e.g., younger siblings who serve as batboys or batgirls. If a uniformed player is coaching a base, the player must wear a batting helmet.

(A) Facemasks **MUST** be worn by **ALL** players who warm up a pitcher prior to the start of an inning or on the sidelines.

(B) Face shields and chin straps on batting helmets are not required but strongly encouraged in all age divisions.

Sec. 19 - Catchers in all Divisions must wear helmets, facemasks, throat protectors, body protectors, and shin guards.

Sec. 20 - Bunting will be observed in all divisions, **EXCEPT 8U**.

Sec. 21 - The infield fly rule will be observed in all divisions, **EXCEPT 7U and 8U**.

Sec. 22 - A pitching mound will be used in all player pitch divisions.

Sec. 23 - For safety, the player on-deck should warm up behind the player at-bat. The player on-deck would be on the 3rd base side for right-handed batters and on the 1st base side for left-handed batters.

Sec. 24 - The following rules will be enforced for divisions using the double white/orange base.

- A batted ball hitting or bounding over the white portion is fair.
- A batted ball hitting or bounding over the contrasting color portion is foul.
- At any other time, the double base will be treated as one big base.

Sec. 25 - For all divisions **EXCEPT 7U and 8U**, a mercy rule shall apply and the game end if a team is leading by:

- fifteen (15) runs or more after three (3) innings
- ten (10) runs or more after four (4) innings
- eight (8) runs or more after five (5) innings
- *In all instances, the mercy rule applies after the top half of the inning if the home team is ahead.*

Sec. 26 - CBSA does not enforce recently added MLB rules:

- Three (3) batter minimum
- Pitch clock
- Limitation on disengagements/pickoff attempts
- Defensive alignments/shifts
- Enlarged bases
- First batter minimum for returning pitcher
- Expanded runner's lane

PARAGRAPH B

Special Rules 7U Division

Sec. 1 - In all 7U Division games, the following shall apply:

(A) Batter will be allowed six (6) pitches from the machine, and continue hitting from machine if sixth and subsequent pitch(es) is fouled off. After final pitch from machine, batter will be allowed unlimited swings with the ball on a tee until the ball is hit into fair territory. If no tee is available, the coach will assist the batter to hit a machine pitched ball.

(B) No base stealing is allowed. Base runners cannot leave the base until the ball is HIT or the runner is forced to advance.

(C) The distance for pitching shall be thirty-five (35) feet and the base distance shall be fifty (50) feet.

(D) The infield fly rule will NOT be observed.

(E) During the course of the game, when a ball is put in play, action will continue and batters and base runners can advance for extra bases until the ball is returned to the infield and is touched by an infielder inside the base paths in fair territory.

(F) Two (2) defensive coaches are allowed in fair territory. To speed up play, it is requested to have a coach behind the catcher to assist in retrieving the baseball.

(G) Runners are not allowed to advance to the next base on an overthrow.

(H) While defense is permitted to attempt double plays, no double plays will be recorded. Only the first out will count.

(I) Teams bat until the defense gets three (3) outs, offense scores five (5) runs or the offense has batted through their lineup. Team at-bat counts their own runs and outs.

Sec. 2 - The Pitching Machine

(A) The pitching distance will be measured from the discharge, in front of the wheel. The manager may position the pitcher on either side (not in front) of the machine within five (5) feet outside the chalk circle.

(B) One (1) umpire will be used in foul territory behind home plate to the back side of the batter.

(C) The coach will drop the ball into the machine. Before dropping the ball, the coach will hold the ball over his/her head and make eye contact with the batter.

(D) A power/mechanical failure will result in a “coach pitch” format for the remainder of the game or until the mechanical malfunction is resolved.

(F) If a pitching machine is not throwing properly, the umpire will adjust the machine IMMEDIATELY. The speed setting will be 32 mph. The speed and consistency of the machine will be monitored continuously by the umpire. If a pitching machine is not throwing properly, the umpire will adjust the machine IMMEDIATELY.

(F) Batted balls hitting the pitching machine, generator, and/or the person feeding the machine, is considered dead and all play will stop. Extension cord will be in play. The batter is awarded first base and all other runners advance one base only if forced.

(1) If the ball settles inside the circle or becomes lodged in or under the machine, or is within the power supply, it will be considered “out of play” and the batter will be awarded first base and all other runners advance one base only if forced.

(G) Ten (10) defensive players will be used with four (4) outfielders. The outfielders must start be stationed on the grass.

(I) In the event of playing short-handed, any position may be vacated, including the pitcher and catcher positions.

PARAGRAPH C

Special Rules 8U Division

Sec. 1 - In all 8U Division games, the following shall apply:

(A) After five (5) runs are scored in any half (1/2) inning, or when three (3) outs are made, whichever shall first occur, that half (1/2) inning of play shall be concluded. If the fifth (5th) run is attained from continuous play, only the fifth (5th) run shall be the last counted.

(B) No mercy run rule will be observed at 8U.

(C) Whenever a third strike is not legally caught by the catcher, the batter shall be declared automatically "out."

(D) No base stealing is allowed. Base runners cannot leave the base until the ball is HIT or the runner is forced to advance. Penalty for violation - the runner is declared OUT. Each team (not player) will receive one warning after the first violation. Penalty will be assessed on second violation and thereafter.

(E) The distance for pitching shall be forty (40) feet and the base distance shall be sixty (60) feet.

(F) The infield fly rule will NOT be observed.

(G) During the game, when a ball is put in play, action will continue until the ball is returned to the infield and is under the control of an infielder inside the base paths in fair territory. If a runner is more than half-way, they can advance to the next base. If the runner is less than half-way, the runner must return to the previous base. Umpires judgment will determine ruling on half-way status of the runner.

(H) No defensive coach is allowed in fair territory, but to speed up play, it is requested to have a coach behind the catcher to assist in retrieving the baseball. **NO COACHING SHALL BE PERMITTED FROM BEHIND THE CATCHER. NON COMPLIANCE WILL RESULT IN OFFENDER BEING ASKED TO RESUME THEIR INVOLVMENT IN THE GAME FROM THE DUGOUT.**

(I) Defense plays with four (4) outfielders, at least 20 feet behind the infielders.

Sec. 2 - The Pitching Machine

(A) The pitching distance will be measured from the discharge, in front of the wheel. On turf fields with a white softball circle, the pitcher shall have one foot inside or on the white circle. On fields without softball circles, the pitcher shall be within five (5) feet of the pitching machine. The pitcher may never be stationed in front of the machine.

(B) One (1) umpire will be used, in the field dropping the ball into the machine.

(C) Batter will get six (6) pitches or three (3) swinging strikes. If the sixth (6th) pitch results in a foul ball, the batter shall receive an additional pitch or pitches until the ball is hit fair or the batter's turn is completed. No strikes shall be called if the batter does not swing.

(D) A power/mechanical failure will result in a "coach pitch" format for the remainder of the game or until the mechanical malfunction is resolved.

(E) The speed adjustment of the machine will be set **ONLY** by the umpire. The speed setting will be set at **38 mph for ALL DIVISIONS**. The speed and consistency of the machine will be monitored continuously by the umpire. If a pitching machine is not throwing properly, the umpire will adjust the machine **IMMEDIATELY**.

(F) Batted balls hitting the pitching machine, generator, and/or the person feeding the machine, is considered dead and all play will stop. Extension cord will be in play. Runners will advance a base only if forced.

(1) If the ball becomes lodged in, under, or within the power supply, comes to rest, or if a player touches the ball within the circle, it will be considered "out-of-play" and the runner will be awarded first base. All other base-runners will advance to the next base if forced.

(G) Before dropping the ball into the machine, the umpire will hold the ball over their head, and make eye contact with the batter.

(H) In the event of playing short-handed, the catcher position is the only position that is mandatory. All other positions may be vacated including the pitcher position.

PARAGRAPH D

Special Rules 9U Division

In all 9U Division games, the following shall apply:

9U American League

(A) A player shall not be permitted to pitch more than nine (9) consecutive outs in one game and may not return to pitch in the same game. After the first violation pitch is thrown, a pitching violation protest must be initiated by the protesting team and presented to the umpire. **Penalty:** The pitcher will be removed and the offending team will be charged an out and will begin their next at bat with one out. No penalty can be applied after the ½ inning in question is completed without protest.

(B) Stealing is allowed (no stealing home) **but leadoffs are NOT allowed.** A runner may only steal one base per pitch. Base runners cannot leave the base until the pitcher releases the ball. Penalty for violation - the runner is declared OUT. Each team (not player) will receive one warning after the first violation. Penalty will be assessed on second violation and thereafter.

(1) Stealing will be permitted, except for home plate. A player on third base can ONLY advance home if the ball is hit, forced home on a walk, or Hit by Pitch with the bases loaded. A runner is NOT ALLOWED to come home on an overthrow to the pitcher from any infielder or a PITCHED passed ball. A player, who walks, cannot steal second base until the first pitch is thrown to the next batter. If a player leaves a base early, TIME will be called immediately and if the pitcher pitches the ball, it will be a “no pitch”.

(C) No balks will be enforced. Balks may be announced, no penalty shall be assessed, and runner(s) may still advance to the next base with liability of being put out.

(D) After five (5) runs are scored in any half (1/2) inning, or when three (3) outs are made, whichever shall first occur, that half (1/2) inning of play shall be concluded. In the event that the fifth (5th) run is attained from continuous play, **only the fifth (5th) run shall be the last counted.**

(E) Whenever a third strike is not legally caught by the catcher, the batter shall be declared automatically “out.”

(F) The bat shall be a smooth cylinder made of wood, aluminum, magnesium or graphite composite with a knob. It should have a BPF 1.15 stamp (except wood). The diameter at the thickest part shall not exceed 2 3/4". The length is not to exceed 31 inches. **Penalty:** refer to Paragraph A, Sec. 9

(G) The distance for pitching shall be **forty-five (45)** feet, and the base distance shall be **sixty-five (65)** feet.

(H) No defensive coach is allowed in fair territory, but to speed up play, it is requested to have a coach behind the catcher to assist in retrieving the baseball. If ball is retrieved by coach and the ball is given to the catcher, no put outs can be made on runners advancing. **NO COACHING SHALL BE PERMITTED FROM BEHIND THE CATCHER. NON COMPLIANCE WILL RESULT IN OFFENDER BEING ASKED TO RESUME THEIR INVOLVMENT IN THE GAME FROM THE DUGOUT.**

9U Select League

(A) A player shall not be permitted to pitch more than nine (9) consecutive outs in one game and may not return to pitch in the same game. After the first violation pitch is thrown, a pitching violation protest must be initiated by the protesting team and presented to the umpire. **Penalty:** The pitcher will be removed and the offending team will be charged an out and will begin their next at bat with one out. No penalty can be applied after the ½ inning in question is completed without protest.

(B) Balks will be enforced with one warning per pitcher.

(C) After five (5) runs are scored in any half (1/2) inning, that half (1/2) inning of play shall be concluded. In the event that the fifth (5th) run is attained from continuous play, only the fifth (5th) run shall be the last counted.

(D) The drop third strike rule will NOT be in effect. Whenever a third strike is not legally caught by the catcher, the batter shall be declared automatically "out"; A runner on third CAN come home if the catcher attempts to put out ANY base runner.

(E) Leadoffs and stealing will be permitted, except for home plate. A player on third base can ONLY advance home if the ball is hit, forced home on a walk or Hit by Pitch with the bases loaded, a balk (after 1st warning), or if there is a play made on any other runner. He is NOT ALLOWED to come home on an overthrow to the pitcher from any infielder or a PITCHED passed ball. There will be no “baiting” by a runner on 3rd base. No clapping, yelling, or trying to draw a throw to third by the runner. “Long” leadoffs will not be permitted. (Umpire judgment of baiting will prevail) If a runner advances and touches home plate, and was not a “Within the Rules” advancement, TIME will be called by the umpire and the runner will be sent back to third base and any other runner(s) will be sent back to the last base legally acquired.

(F) A player who walks, cannot steal second base until the first pitch is thrown to the next batter or a pickoff attempt is made on a runner.

(G) The bat shall be a smooth cylinder made of wood, aluminum, magnesium or graphite-composite with a knob. It should have a BPF 1.15 stamp (except wood). The diameter at the thickest part shall not exceed 2 3/4”. The length is not to exceed 31 inches. Penalty, refer to Paragraph A, Sec. 9.

(H) The distance for pitching shall be forty-five (45) feet, and the base distance shall be sixty-five (65) feet.

PARAGRAPH E

Special Rules 10U Division

In the 10U Division games, the following shall apply:

10U American League

(A) A player shall not be permitted to pitch more than twelve (12) consecutive outs in any one game and may not return to pitch in the same game. After the first violation pitch is thrown, a pitching violation protest must be initiated by the protesting team and presented to the umpire. **Penalty:** The

34 offending team will be charged an out and will begin their

next at bat with one out. No penalty can be applied after the ½ inning in question is completed without protest.

(B) Balks will be announced, with one warning per pitcher. Any subsequent balk calls will be enforced after the first warning.

(C) After five (5) runs are scored in any half (1/2) inning, or when three (3) outs are made, whichever shall first occur, that half inning of play shall be concluded. In the event that the fifth (5th) run is attained from continuous play, **only the fifth (5th) run shall be the last counted.**

(D) The drop third strike rule will NOT be in effect. Whenever a third strike is not legally caught by the catcher, the batter shall be declared automatically “out”; A runner on third CAN come home if the catcher attempts to put out ANY base runner.

(E) Leadoffs and stealing will be permitted, except for home plate. A player on third base can ONLY advance home if the ball is hit, forced home on a walk or Hit by Pitch with the bases loaded, a balk (after 1st warning), or if there is a play made on any other runner. He is NOT ALLOWED to come home on an overthrow to the pitcher from any infielder or a PITCHED passed ball. There will be no “baiting” by a runner on 3rd base. No clapping, yelling, or trying to draw a throw to third by the runner. “Long” leadoffs will not be permitted. (Umpire judgment of baiting will prevail) If a runner advances and touches home plate, and was not a “Within the Rules” advancement, TIME will be called by the umpire and the runner will be sent back to third base and any other runner(s) will be sent back to the last base legally acquired.

(F) A player who walks, cannot steal second base until the first pitch is thrown to the next batter or a pickoff attempt is made on a runner.

(G) The bat shall be a smooth cylinder made of wood, aluminum, magnesium or graphite-composite with a knob. It should have a BPF 1.15 stamp (except wood). The diameter at the thickest part shall not exceed 2 3/4”. The length is not to exceed 32 inches. **Penalty**, refer to Paragraph A, Sec. 9

(H) The pitching distance shall be, **forty-five (45)** feet and the distance between the bases shall be **sixty-five (65)** feet.

10U Select League

(A) A player shall not be permitted to pitch more than twelve (12) consecutive outs in one game and may not return to pitch in the same game. After the first violation pitch is thrown, a pitching violation protest must be initiated by the protesting team and presented to the umpire. **Penalty:** The pitcher will be removed and the offending team will be charged an out and will begin their next at bat with one out. No penalty can be applied after the ½ inning in question is completed without protest.

(B) Balks will be enforced with no warning.

(C) There will be no run limit per inning.

(D) The drop third strike rule will be in effect.

(E) Leadoffs and stealing will be permitted.

(F) The bat shall be a smooth cylinder made of wood, aluminum, magnesium or graphite composite with a knob. It should have a BPF 1.15 stamp (except wood). The diameter at the thickest part shall not exceed 2 3/4". The length is not to exceed 32 inches. **Penalty,** refer to Paragraph A, Sec. 9

(G) The distance for pitching shall be forty-five (45) feet, and the base distance shall be sixty-five (65) feet.

PARAGRAPH F

Special Rules 11U Division

In all 11U Division games, the following rules apply:

11U American League

(A) A player shall not be permitted to pitch more than twelve (12) consecutive outs in any one game and may not return to pitch in the same game. After the first violation pitch is thrown, a pitching violation protest must be initiated by

the protesting team and presented to the umpire. **Penalty:** The pitcher will be removed and the offending team will be charged an out and will begin their next at bat with one out. No penalty can be applied after the ½ inning in question is completed without protest.

(B) Balks will be enforced with no warning.

(C) After five (5) runs are scored in any half (1/2) inning, or when three (3) outs are made, whichever shall first occur, that half inning of play shall be concluded. In the event that the fifth (5th) run is attained from continuous play, **only the fifth (5th) run shall be the last counted.**

(D) The drop third strike rule will be in effect.

(E) Leadoffs and stealing will be permitted.

(F) The bat shall be a smooth cylinder made of wood, aluminum, magnesium or graphite composite with a knob. It should have a BPF 1.15 stamp (except wood). The diameter at the thickest part shall not exceed 2 3/4". The length is not to exceed 33 inches. The bat shall not weigh, numerically, more than ten (10) ounces less than the length of the bat (e.g., a 31-inch-long bat cannot be less than 21 ounces). **Penalty:** refer to Paragraph A, Sec. 9

(G) The pitching distance shall be, **fifty (50) feet** and the distance between the bases shall be **seventy (70) feet.**

11U Select League

(A) A player shall not be permitted to pitch more than twelve (12) consecutive outs in one game and may not return to pitch in the same game. After the first violation pitch is thrown, a pitching violation protest must be initiated by the protesting team and presented to the umpire. **Penalty:** The pitcher will be removed and the offending team will be charged an out and will begin their next at bat with one out. No penalty can be applied after the ½ inning in question is completed without protest.

(B) Balks will be enforced with no warning.

(C) There will be no run limit per inning.

(D) The drop third strike rule will be in effect.

(E) Leadoffs and stealing will be permitted.

(F) The bat shall be a smooth cylinder made of wood, aluminum, magnesium or graphite composite with a knob. It should have a BPF 1.15 stamp (except wood). The diameter at the thickest part shall not exceed 2 3/4". The length is not to exceed 33 inches. The bat shall not weigh, numerically, more than ten (10) ounces less than the length of the bat (e.g., a 31-inch-long bat cannot be less than 21 ounces). **Penalty:** refer to Paragraph A, Sec. 9

(G) The distance for pitching shall be **fifty (50)** feet, and the base distance shall be **seventy (70)** feet.

PARAGRAPH G

Special Rules 12U Division

In all 12U Division games, the following shall apply:

12U American League

(A) A player shall not be permitted to pitch more than fifteen (15) consecutive outs in any one game and may not return to pitch in the same game. After the first violation pitch is thrown, a pitching violation protest must be initiated by the protesting team and presented to the umpire. **Penalty:** The pitcher will be removed and the offending team will be charged an out and will begin their next at bat with one out. No penalty can be applied after the ½ inning in question is completed without protest.

(B) Balks will be enforced with no warning.

(C) After five (5) runs are scored in any half (1/2) inning, or when three (3) outs are made, whichever shall first occur, that half inning of play shall be concluded. In the event that the fifth (5th) run is attained from continuous play, **only the fifth (5th) run shall be the last counted.**

(D) The drop third strike rule will be in effect.

38 (E) Leadoffs and stealing will be permitted.

(F) The bat shall be a smooth cylinder made of wood, aluminum, magnesium or graphite composite with a knob. It should have a BPF 1.15 stamp (except wood). The diameter at the thickest part shall not exceed 2 3/4". The length is not to exceed 33 inches. The bat shall not weigh, numerically, more than ten (10) ounces less than the length of the bat (e.g., a 31-inch-long bat cannot be less than 21 ounces). **Penalty:** refer to Paragraph A, Sec. 9

(G) The pitching distance shall be, **fifty (50)** feet and the distance between the bases shall be **seventy (70)** feet.

12U Select League

(A) A player shall not be permitted to pitch more than fifteen (15) consecutive outs in one game and may not return to pitch in the same game. After the first violation pitch is thrown, a pitching violation protest must be initiated by the protesting team and presented to the umpire. **Penalty:** The pitcher will be removed and the offending team will be charged an out and will begin their next at bat with one out. No penalty can be applied after the 1/2 inning in question is completed without protest.

(B) Balks will be enforced with no warning.

(C) There will be no run limit per inning.

(D) The drop third strike rule will be in effect.

(E) Leadoffs and stealing will be permitted.

(F) The bat shall be a smooth cylinder made of wood, aluminum, magnesium or graphite composite with a knob. It should have a BPF 1.15 stamp (except wood). The diameter at the thickest part shall not exceed 2 3/4". The length is not to exceed 33 inches. The bat shall not weigh, numerically, more than ten (10) ounces less than the length of the bat (e.g., a 31-inch-long bat cannot be less than 21 ounces). **Penalty:** refer to Paragraph A, Sec. 9

(G) The distance for pitching shall be **fifty (50)** feet, and the base distance shall be **seventy (70)** feet.

PARAGRAPH H

Special Rules 13U Division

In all 13U Division games, the following rules shall apply:

13U American League

- (A) A player shall not be permitted to pitch more than fifteen (15) consecutive outs in any one game and may not return to pitch in the same game. After the first violation pitch is thrown, a pitching violation protest must be initiated by the protesting team and presented to the umpire. **Penalty:** The pitcher will be removed and the offending team will be charged an out and will begin their next at bat with one out. No penalty can be applied after the ½ inning in question is completed without protest.
- (B) Balks will be enforced with no warning.
- (C) After five (5) runs are scored in any half (1/2) inning, or when three (3) outs are made, whichever shall first occur, that half inning of play shall be concluded. In the event that the fifth (5th) run is attained from continuous play, **only the fifth (5th) run shall be the last counted.**
- (D) The drop third strike rule will be in effect.
- (E) Leadoffs and stealing will be permitted.
- (F) Shoes with metal spikes or metal cleats are permitted (although NO metal spikes are allowed on the portable pitching mounds).
- (G) The bat shall be a smooth cylinder made of wood, aluminum, magnesium or graphite composite with a knob. It should have a BPF 1.15 stamp (except wood). The diameter at the thickest part shall not exceed 2 3/4". The length is not to exceed 34 inches. The bat shall not weigh, numerically, more than eight (8) ounces less than the length of the bat (e.g., a 33-inch-long bat cannot be less than 27.5 ounces). **Penalty:** refer to Paragraph A, Sec. 9
- (H) The pitching distance shall be, **fifty-four (54) feet** and the distance between the bases shall be **eighty (80) feet.**

13U Select League

(A) A player shall not be permitted to pitch more than fifteen (15) consecutive outs in one game and may not return to pitch in the same game. After the first violation pitch is thrown, a pitching violation protest must be initiated by the protesting team and presented to the umpire. **Penalty:** The pitcher will be removed and the offending team will be charged an out and will begin their next at bat with one out. No penalty can be applied after the ½ inning in question is completed without protest.

(B) Balks will be enforced with no warning.

(C) There will be no run limit per inning.

(D) The drop third strike rule will be in effect.

(E) Leadoffs and stealing will be permitted.

(F) Shoes with metal spikes or metal cleats are permitted (although NO metal spikes are allowed on the portable pitching mounds).

(G) The bat shall be a smooth cylinder made of wood, aluminum, magnesium or graphite composite with a knob. It should have a BPF 1.15 stamp (except wood). The diameter at the thickest part shall not exceed 2 3/4". The length is not to exceed 34 inches. The bat shall not weigh, numerically, more than eight (8) ounces less than the length of the bat (e.g., a 33-inch-long bat cannot be less than 27.5 ounces). **Penalty:** refer to Paragraph A, Sec. 9

(H) The distance for pitching shall be **fifty-four (54)** feet, and the base distance shall be **eighty (80)** feet.

PARAGRAPH I

Special Rules 14U Division

In all 14U Division games, the following rules shall apply:

14U American League

- (A) A player shall be permitted to pitch twenty-one (21) consecutive outs, or a complete game.
- (B) Balks will be enforced with no warning.
- (C) After five (5) runs are scored in any half (1/2) inning, or when three (3) outs are made, whichever shall first occur, that half inning of play shall be concluded. In the event that the fifth (5th) run is attained from continuous play, **only the fifth (5th) run shall be the last counted.**
- (D) The drop third strike rule will be in effect.
- (E) Leadoffs and stealing will be permitted.
- (F) Shoes with metal spikes or metal cleats are permitted (although NO metal spikes are allowed on the portable pitching mounds).
- (G) The bat shall be a smooth cylinder made of wood, aluminum, magnesium or graphite composite with a knob. It should have a BPF 1.15 stamp (except wood). The diameter at the thickest part shall not exceed 2 3/4". The length is not to exceed 34 inches. The bat shall not weigh, numerically, more than five and one-half (5.5) ounces less than the length of the bat (e.g., a 33-inch-long bat cannot be less than 27.5 ounces). **Penalty:** refer to Paragraph A, Sec. 9
- (H) The pitching distance shall be **sixty feet six inches (60'6")** and the distance between the bases shall be **ninety (90) feet.**

14U Select League

- (A) A player shall be permitted to pitch twenty-one (21) consecutive outs, or a complete game.
- (B) Balks will be enforced with no warning.
- (C) There will be no run limit per inning.
- (D) The drop third strike rule will be in effect.
- (E) Leadoffs and stealing will be permitted.
- (F) Shoes with metal spikes or metal cleats are permitted (although NO metal spikes are allowed on the portable pitching mounds).
- (G) The bat shall be a smooth cylinder made of wood, aluminum, magnesium or graphite composite with a knob. It should have a BPF 1.15 stamp (except wood). The diameter at the thickest part shall not exceed 2 3/4". The length is not to exceed 34 inches. The bat shall not weigh, numerically, more than five and one-half (5.5) ounces less than the length of the bat (e.g., a 33-inch-long bat cannot be less than 27.5 ounces). **Penalty:** refer to Paragraph A, Sec. 9
- (H) The pitching distance shall be **sixty feet six inches (60'6")** and the distance between the bases shall be **ninety (90) feet**.

PARAGRAPH J
High School League

League not playing in Summer 2024.

PARAGRAPH K
Turf Rules

The following apply to games on turf fields. These apply on the entire quad, not only the dugouts and fields.

- (A) No gum, nuts or seeds are allowed
- (B) No liquid allowed except for water
- (C) No metal spikes

Guidelines for Umpires, Manager & Coach Conduct

To ensure both players and umpires are provided a positive environment, free from physical and emotional harassment, CBSA has the following managerial prohibitions:

1. Touching of an umpire
2. Leaving the designated area in a hostile manner (dugout, coach's box) without permission, except in an injury situation
3. Approaching an umpire without first being given permission or granted time
4. Use of foul language
5. Throwing/abuse of equipment
6. Continuous verbal harassment or unsportsmanlike conduct
7. Fan misbehavior
8. Calling a play before the umpire

Violation of items 5 or 6 will receive one (1) warning. The manager or coach will be ejected if a second violation occurs during the game. Managers and coaches are responsible for their fans' behavior.

Violation of all other items may result in immediate ejection.

Fall Ball Rules & Reminders

As of March 1, 2024

A reminder sheet will be provided at start of Fall Ball

- **Coin toss gives manager the option: home or away**
- 5 run limit per inning - all ages, all levels
- Baseball: 1 hour 40 minutes, finish the batter
- Pitching Machine: 1 hour 20 minutes, finish the batter
- Play as many innings as you can within the time limit
 - Innings do not end a game, only time!
- **NO MERCY RULES!** We don't keep score.
 - Score does not end a game, only time!
- No game cards are used for fall ball.
- Umpires supply game balls. Make sure teams track down foul balls. If you run low, get one ball from each team.
- Teams play by the game rules of their age for next spring.
 - 9u Spring 2024 plays 10u Fall 2024
 - **Except:** Bat restrictions follow Spring 2024 season
- Complete game is 2.5 or 3 innings or 1 hour of play

CBSA and CVAC Contacts

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