

Cy-Fair Sports Association

Baseball Rules for all Divisions of League Play Nations Rules Govern if not found in CFSA League Rules

CFSA Tournaments are excluded – See CFSA Tournament Rules

CFSA Baseball Rules Table of Contents

Section A: Baseball Divisions

Section B: General

- 1.0 Registration
- 2.0 Team Registration, Rosters & Player Classifications
- 3.0 Equipment
- 4.0 Scorekeeper
- 5.0 Pitching Rules
- 6.0 Length of Games
- 7.0 Schedules
- 8.0 Coaches
- 9.0 Penalties
- 10.0 Protests
- 11.0 Umpires
- 12.0 Players Medical Conditions

Section C: Playing Rules

- 14.0 General (through 22.0)
- 23.0 Metro Teams
- 25.0 4u & 5u Program Only
- 26.0 6u Programs General
- 27.0 7u & 8u Program
- 28.0 8u Kid Pitch
- 29.0 9u & 10u Program
- 30.0 11u through 14u Programs
- 31.0 Middle School League Program

Section D: End of Season Playoffs

- 1.0 General
- 2.0 Metro Division
- 3.0 Middle School Division

Section E: Practicing on CFSA Fields

- 1.0 Eligibility
- 2.0 Maximum Number of practices per week
- 3.0 Field Maintenance
- 4.0 Request system

Section F: Miscellaneous

Section G: Fundamentals of Sportsmanship

Section H: Bats

Section A: Baseball Divisions

Cy-Fair Sports Association offers a variety of programs that help fit the majority of skill levels and desires of players of the game of baseball. Under the sanctioning body of Nations classifications of play is as follows A, AA, AAA, Major and (2) classifications for drafted league play League Team and All -Star Team. Further explanation of classification can be found within the rules Nations. Here is a brief description of the CFSA programs.

Metro Division (A): This is our traditional baseball. Simply register in person or online. Our commissioners (volunteers from the community like yourself) form the teams from local elementary/ middle schools and try to keep children as local as possible. They then look to the pool of kids for a volunteer coach who will organize the practices and lead the team in games. The coach of the team sets practice times and locations. Games are played Monday through Sunday (Weekday games are generally 6:00 PM and 8:00 PM for ages 9-14, 6:00 PM and 7:30 PM for ages 5-8, 6:00 for age 4, and 6:00 and 8:15 for ages 15-18, Saturday games are generally played all day) with rain outs scheduled on Friday nights. Generally these teams will play less than 15 games a season. Each child is required to play a minimum of every other inning in a game.

Middle School Program (Spring Season Only): This division is comprised of middle school aged kids. 6th and 7th grade players will play per Nations 13U Select Division Baseball rules and field size. 8th Graders will play per Nations 14U Select Division Baseball rules and field size to help prepare them for high school baseball. The program provides middle school age players an opportunity to play on a middle school baseball team which is not typically offered as a middle school athletic program. This program is for all level of player's including metro select, elite, etc.

Summer (when available): Our summer league is an opportunity for all variety of players to get into the mix. It is designed for all those kids that aren't going to visit family for half the summer to have something to do. Only the Metro (A) divisions are offered, and the ages are generally mixed. 6U is 4, 5, and 6 year olds; 8U is 7 and 8 year olds, 10U is 9 and 10 year olds, 12U is 11 and 12 year olds, 13 and 14 year olds will be directed by the commissioner, if sufficient players they will be their own division, if not 14 year olds will go to 18U, 13 year olds may go to 12U or 18U, but is played by 12U rules, and 18U is for ages 14-18. It is played on weeknights with a more relaxed atmosphere and provides an opportunity for the different level of players to mix on a team.

NOTE: Please remember Select, Elite and Premier Teams are personal relationships between individuals. CFSA is not responsible for any activities of a team or their management. In the event of poor financial management of a team, the team and all of its players will be held responsible for any financial issues created by the team.

Section B:

General Rules not designated by division APPLY to ALL divisions. Rules designated by divisions will be separated out. Governing rules of Nations will be in effect for any rule not specified in CFSA rules.

1. Registration

1.1. Players and/or Teams will register with the division and age group that they intend to play in.

1.1.1. Players may play up in 1 higher age level than their present age, but may not play below their age level.

1.2. CFSA maintains a database of all previously registered participants. New METRO players who have never participated in a CFSA program will need to provide a birth certificate for age verification during registration. METRO Rosters will be posted online showing players who still need to provide birth certificate verification.

1.3. Age group years run from May 1 through April 30 of the following year. Fall seasons of a given age group consist of players who will be that age beginning May 1 of the current year through April 30 of the following year. Spring and summer seasons consist of players who will be that age beginning May 1 of the previous year through April 30 of the current year. The following examples illustrate this:

1.3.1. A player registering in the fall of 2016 for a 10U program will turn 10 between May 1, 2016 and April 30, 2017.

1.3.2. A player registering in the spring of 2020 for a 6U program will turn 6 between May 1, 2013 and April 30, 2014.

1.4. All forms and registration dates will be posted on the CFSA website www.cy-fairsports.org.

1.5. The Metro Division

1.5.1. League Teams – Formed by CFSA with a CFSA approved volunteer coach.

1.6. League Teams (4u – 16u)

1.6.1. Players can register on-line or print the appropriate forms and register at the walk-in registrations provided or at the CFSA office.

1.6.2. When completing on-line registration, you will need a valid credit card in order to complete the registration. If the player being registered has never participated a birth certificate will need to be faxed to the number provided to validate the age. Note: Just because a player has participated with CFSA, there is a chance his age has never been validated. Make sure during registration his age is validated. Players whose ages have not been validated are subject to suspension until proper receipt of birth certificate. 1.6.3. The following paperwork is required at registration:

1.6.3.1. Registration Form

1.6.3.2. Payment – check / money order / cashier's check / credit card (NO CASH will be accepted if registering at the CFSA Office).

1.6.3.3. Verification of birth date using a birth certificate (if not in the CFSA database). If a player chooses not to submit his birth certificate to CFSA, the coach MUST have a copy available at every game for the opposing team to review and verify.

1.6.3.4. Sportsmanship contract (found on the CFSA website)

1.6.4. Late registration will be available as indicated on the website. Players who sign up after the close of regular registration and prior to the cutoff date for late registration will be placed

on a wait list. Age coordinators will review the wait list and place players on teams that need players.

1.6.4.1. Players on the wait list will be advised of the team they have been placed on.

1.6.4.2. Players will be added to Metro teams.

1.6.5. For teams formed by the League:

1.6.5.1. The school the players attend or would attend based on their geographic location may be used as a basis to form teams. Where there are too few or too many players from a single school, the age coordinator will make adjustments as necessary to adequately fill each team.

1.6.5.2. When a school has more than 12 players registered, the team will take the first 12 that registered to form one team. If there are enough remaining players a second team will be formed. If not, they will be formed with another school. Note: A time-date stamp is used to determine the order in which players registered. CFSA may, at age coordinator's option, place 13 players on a team under some circumstances.

1.6.5.3. A player who attends a different school than they normally would (i.e., because a parent works at that school), may choose to register with either school.

1.6.5.4. A player who does not live in CFISD, but is eligible to play will be placed on a team formed in the closest geographic area to the player's home.

1.6.6. Player and Coach Requests will be honored as stated in the player registration.

1.6.7. A player who does not live in CFISD, but is eligible to play will be placed on a team formed in the closest geographic area to the player's home.

1.6.8. Each team is required to have a \$300 sponsor. Teams that do not fulfill this requirement will not be allowed to participate in the playoffs after league play has concluded. See the Sponsor web page for information on due dates and other information on the matter.

Team/Sponsor Banners will be provided at request providing sponsorships are turned in prior to the established deadline of the spring season. Teams that receive "Sponsor Banners" are required to display these at all league games.

1.6.9. Scholarships are available – you must apply in person at the CFSA Office.

1.6.10. Sponsorship money must be turned in before the sixth game of the regular season.

1.6.11. To participate in All-Star game(s), your team is required to play in the season ending playoffs.

2. Team Registration, Rosters & Player Classification

2.1. A player cannot participate on multiple CFSA baseball league teams in the same season.

2.2. Most Divisions will be entered in an approved sanctioning body by CFSA in order to help monitor team and player classifications.

2.2.1. Metro Division and Middle School Teams are registered and entered by CFSA personnel.

2.2.1.2. Fall Season – will be sanctioned at CFSA discretion

2.2.1.3. Spring Season – teams will be registered.

2.3. Rosters

2.3.1. Metro Division - Teams that are registered with the sanctioning body will have their rosters entered by CFSA personnel.

2.3.2. Middle School Division - Teams that are registered with the sanctioning body will have their rosters entered by CFSA personnel.

2.4. Team Insurance

2.4.1. CFSA will cover the Metro Division and Middle School Teams for all CFSA related events. Teams wanting to participate in other events outside of CFSA may have to seek additional insurance coverage.

2.5. Metro & Middle School Team rosters will be posted on the CFSA website. The posted rosters are the official rosters for league and playoffs. Select, Elite and Premier teams must have a legal Nations Roster. CFSA will not keep or post these rosters. CFSA will use the Nations roster system for all Select, Elite and Premier Teams.

2.5.1. Rosters are public information that can be accessed by any parent or coach.

2.5.2. It is the coach's responsibility to verify the opponent's roster prior to the start of the game.

2.5.3. Commencement of play designates your acceptance of your opponent's roster and game results will not be changed.

2.5.4. If a player is determined to be illegal (not on the official roster): the head coach (manager) (ONLY) 2.5.5. will inform the age coordinator within 48 hours of the completed game. If the player(s) is determined to

2.5.6. be illegal the head coach (manager) will be suspended for one game. If the infraction happens a second time the head coach (manager) will be suspended for the remainder of the season, including playoffs.

2.6. 2.6 Re-classified Teams and Teams Entering the wrong CFSA league divisions

2.7.1. ANY TEAM RE-CLASSIFIED OR IMPROPERLY CLASSIFIED DURING THE SEASON (for any reason) IS SUBJECT TO BEING PLACED IN A DIFFERENT (HIGHER) CLASS PLAYOFF AT THE DISCRETION OF THE TEAM'S ORIGINAL CFSA LEAGUE DIVISION COMMITTEE.

2.8. The division committee may also elect to choose any other action/penalty it deems appropriate to maintain the original integrity of divisions affected.

2.9. Some examples could include, but are not limited to: 1. Violating/re-classified player(s) not allowed to play in playoffs if team elects to play in original division playoffs. 2. Consulting remaining division teams affected - for their vote. 3. Deciding violating team has lost its playoff eligibility.

*** IT IS VERY IMPORTANT TO REMEMBER THIS DURING THE DECISION MAKING PROCESS:

Decisions should be made based on maintaining the fairness to ALL OTHER LEGAL TEAMS in affected division(s) and to protect the integrity of the CFSA decision making process, THE PENALTY SHOULD BE DETERMINED ON THE BASIS OF HOW OTHER NON-VIOLATING TEAMS WILL BE AFFECTED – Not based on accommodating the team in question, even if this means the team in question may lose its league playoff eligibility.

Maintaining the fairness to the remaining teams of affected division(s) as it was originally set at the beginning of the season should be foremost in the decision process.

2.7. Metro Teams (4u-16u)

2.7.1. Players may participate in any other CFSA program once they have registered for baseball. However, schedules for the different sports will NOT necessarily be free of conflicts.

2.7.2. Players may request to play up one age bracket without approval. This must be requested at registration.

2.7.3. Players wanting to play up more than 1 age bracket will have to get approval from the Metro committee or Baseball Commissioner. This must be requested at registration.

2.7.4. Players may not play down an age group without approval of the Metro committee. This must be requested at registration. Note: This is rarely granted, only in extreme circumstances will the Metro committee even consider this option. CFSA would prefer to keep all players in their own age group. 2.7.5. League Team rosters are formed by the age coordinator.

2.7.5.1. No additions or drops can be done without age coordinator approval.

2.7.6. 1. No additions can be done without age coordinator approval. The age coordinator must approve any additions once the season starts

2.7.7. No roster jumping / trading / drafting is allowed once players have been assigned to a team by CFSA.

2.8. Middle School Teams

2.8.1. Players may participate in any other CFSA program once they have registered for baseball. However, schedules for the different sports will NOT necessarily be free of conflicts.

2.8.2. League Team rosters are formed by the age coordinator and coaches. Schools with low registration are subject to a combined middle school roster; the school name will be that of the majority middle school players. If there are enough players from one middle school to form multiple teams, the coaches will host a tryout and form teams based on their skillset.

2.8.2.1. No additions or drops can be done without age coordinator approval. The age coordinator must approve any additions once the season starts.

2.8.2.2 No roster jumping / trading / drafting is allowed once players have been assigned to a team by CFSA/Coaches.

3. Equipment

3.1. Metro Teams (4u thru 16u)

3.1.1. Uniforms:

3.1.1.1. 4u-16u League Teams will be supplied with uniforms. The uniform consists of a CFSA issued cap, and jersey. Alterations to the cap or jersey, covering up the CFSA Logo, are not allowed unless approved by the baseball committee.

3.1.2. CFSA will provide the following equipment:

3.1.2.1. 4u thru 5u: Tee, a helmet with face guard for both the catcher and the pitcher.

3.1.2.2. 6u thru 8u: A helmet with face guard for the pitcher, catching gear.

3.1.2.3. 9u thru 16u: Catching gear and catcher's Mitt.

3.1.2.5 All coaches wishing to check out equipment from CFSA must leave a \$200 deposit in the form of a check. The check will not be deposited unless the coach fails to return the equipment on the scheduled turn-in date designated after the end of the season.

3.1.2.6 All equipment MUST be turned in at the end of the season on the scheduled turn in date regardless if the team plans on continuing to participate in future CFSA leagues.

3.2. Middle School Team

3.2.1. Uniforms:

3.2.1.1. Teams will be supplied with uniforms. The uniform consists of a CFSA issued cap, and jersey. Alterations to the cap or jersey are not allowed unless approved by the baseball committee.

3.2.2. CFSA will provide the following equipment - Catching Gear.

3.2.2.2 All coaches wishing to check out equipment from CFSA must leave a \$200 deposit in the form of a check. The check will not be deposited unless the coach fails to return the equipment on the scheduled turn-in date designated after the end of the season.

3.2.2.3 All equipment MUST be turned in at the end of the season on the scheduled turn in date regardless if the team plans on continuing to participate in future CFSA leagues.

4. Scorekeeper

4.1. The home team will be responsible for keeping the official scorebook. The game starting time must be noted on the official record or it will be recorded as having started on schedule. This person must be knowledgeable and be positioned outside the dugout and playing field areas readily accessible to the plate umpire. If the home team cannot designate a qualified scorekeeper, the visiting team will be designated by the plate umpire to keep the official scorebook.

4.2. At the end of each game the head coach (manager) or designee should retrieve the umpire slip for their records. It is especially critical for 9u and above since it designates your pitching record for that game. (Tip – Staple the Umpire slip to the team scorebook so you will have it if needed) 4.3. Both coaches should verify the information on the umpire slip. Both coaches MUST sign the umpire slip at the conclusion of the game.

4.4. Forfeited games will be recorded as follows. If the game is not played at all (in the case of a team not showing up, or not fielding enough players to begin, etc.) then the score of the game shall be the number of innings the game was scheduled given to the winning team and zero runs allowed. Example: 10U team “a” shows up and their opponent “B” does not show up. Team “A” will win by forfeit 6-0. If the forfeit occurs during a game being played, the winning team shall receive a score calculated as such: They will receive runs fared equal to the number of runs they allowed in their prior game - plus one - and runs allowed equal to the number of runs fared in the prior game. If they have no prior game, the calculation will be made based upon their next game results.

5. Pitching Rules

5.1. The pitching week is Monday through Sunday. (12:00 AM Monday thru 11:59 PM Sunday) Penalty for exceeding the pitching limits either in a single game or for a week is forfeiture of the game being played. (Ex: Pitcher 1 for Team A in 9U select pitches 9 outs and remains in the game. If the team records the 10th out prior to the pitcher being removed the game, the game will be played under protest providing the opposing coach brings this to attention of the umpires and follows the “protest” procedures. The opposing coach has until a new pitcher has taken the mound and has thrown 1 pitch to appeal to the umpires. After 1 pitch is thrown by a new pitcher the right to appeal is removed.

5.2. Coaches must keep umpire slips to verify pitching records. If the Opposing coach wishes to see a team’s pitching record he MUST ask for the pitching records for the week of all pitchers used prior to the first pitch to start the game. Once the game starts the opposing coach has accepted that all pitchers are legal. If a coach cannot provide any pitching records prior to the start of the game, the game will be played under protest. The coach that could not provide the pitching records MUST provide pitching records within 48 hours from the end of the game to the age coordinator or division commissioner. If no verification is provided within that period the game will be considered a forfeit. . In the case of play-offs where the next potential game is less than 24 hours away the coach has until the end of the game to produce the pitching records. Failure to do so will result in team forfeiture.)

5.3. A pitcher may not return to pitch in a game in which he has been removed as

pitcher.

5.4. Number of OUTS per game during league play.

Division	9u	10u thru 12u	13u thru 14u	16u
Metro	9	12	15	21
Middle School			15	

9-10u Metro: Pitchers must have 40 hours of rest if they pitched 9 outs on the same calendar day before pitching again.

11-18u Metro / Middle School: Pitchers must have 40 hours of rest if they pitched 12 outs on the same calendar day before pitching again.

5.4.1 If three outs are not recorded in an inning (when the per inning run limit is reached prior to the third out being recorded), the pitcher of record when an out is made will be charged with that out. The pitcher of record when the inning ends will be charged with the remaining inning's outs (maximum of three if no other pitcher recorded an out) towards his pitching limit.

5.5. Number of OUTS in a week league play

Division	9u	10u thru 12u	13u thru 14u	16u
Metro	15	18	24	30
Middle School			24	

9-12u: In the event there are 3 or more games in a week, 6 additional outs will be provided per pitcher. 13u-14u: In the event there are 3 or more games in a week, 9 additional outs will be provided per pitcher.

6. Length of Games

6.1. Game Lengths – innings (minutes)

Division	Tball	6u thru 8u	9u thru 12u	13u thru 16u
Metro	5 (60)	6 (75)	(6) 95	7 (100)
Middle School				7 (100)

6.2. There is no run rule (mercy rule) to halt the game prior to time expiring or the regulation innings being completed.

Exception: Middle School and 16u program will use a run rule of 15 after 3 innings, 10 after 4 innings, and 8 after 5 innings. If the losing team cannot catch the winning team, the umpire declares "game over".

6.3. An inning is deemed to begin at the moment the third out is made in the previous inning.

6.4. The umpires are the sole judge of time as long as there is no official game clock.

6.5. The umpire will notify the home team scorekeeper of the official start time of each game.

6.6. The umpire shall stop the clock for a serious injury, a weather delay that stops the game, or other

unforeseeable delay that affects the amount of time available for playing the game. The umpires on the field will determine a serious injury and the decision to stop the clock is of umpire judgment.

6.7. In Metro : No game shall continue more than fifteen (15) minutes past the regulation time limits above. If an inning has not been completed in the additional fifteen (15) minutes, the game will be called and the final score reverted back to the last completed inning – regardless of the game situation at the completion of the additional time. (non-playoff games can end in a tie)

6.8. Middle School/16u : Innings that start within the time limit will be completed. If the home team is at bat and winning as time expires – the game is over. If the visiting team is batting and behind in the score and time expires, the inning will be completed.

6.9. If the game is tied after the regulation number of innings, play will continue until a winner is declared or time runs out, whichever occurs first. If the game is still tied after time has expired, it will count as a tie. Each team will then receive a half (1/2) point in the standings (1/2 point for wins and 1/2 point for losses).

6.10. If the home team is winning at the end of the regulation innings - the game is over.

6.10b. If a game is suspended due to unsportsmanlike conduct, the teams(s) participating will incur a loss for the game.

6.11. Metro Division (4u-14u)

6.11.1. The game will be ruled an official game if three (3) complete innings have been played (i.e. both teams have completed 3 innings on offense) or less than fifteen (15) minutes of playing time remains when the game is declared suspended.

6.11.2. If the game is called during an uncompleted inning with the home team losing and unable to have the last at bat, the score from the last completed inning will be declared as the final score if it is met. 6.11.2b. If the game is called during an uncompleted inning with the home team winning, the score at the time the game is called by the umpire will be declared as the final score.

6.11.3. All games stopped by an umpire for weather or other reasons before the game is declared official shall be a suspended game. Lightning risks need to be considered, not just precipitation when determining if a game should continue. All conditions, at the time it was suspended, of the game shall be as close as possible to the completed portion of the suspended game.

6.12. Middle School League

6.12.1. The game will be ruled an official game if three (3) complete innings have been played (i.e. both teams have completed 3 innings on offense) or sixty (60) minutes of regulation time has elapsed. 6.12.2. If the game is called during an uncompleted inning with the home team losing and unable to have the last at bat, the score from the last completed inning will be declared as the final score.

6.12.2b. If the game is called during an uncompleted inning with the home team winning, the score at the time the game is called by the umpire will be declared as the final score if

6.12.3. All games stopped by an umpire for weather or other reasons before the game is declared official shall be a suspended game. Lightning risks need to be considered, not just precipitation when determining if a game should continue. All conditions, at the time it was

suspended, of the game shall be as close as possible to the completed portion of the suspended game.

6.12.4. An Umpire should not cancel games until it is apparent that the game will not be able to be completed by the regulation number of innings within the original time of play.

7. Schedules

7.1. The VP of scheduling oversees all baseball scheduling requirements.

7.2. All schedules are posted on the website by age and division.

7.2.2. The VP of scheduling cover all divisions.

7.2.3. The age coordinators will work with the scheduling as necessary to get all cancelled games rescheduled.

7.3. The results of each game need to be communicated by the head coach (manager) to the age coordinator for your division by email. Both teams are required to email in the results, so if there is a difference, the age coordinator will know and work to resolve. The results communicated should include the game number, both team's scores, all pitcher's names and jersey numbers and the number of outs each pitcher recorded in the game.

7.4. If a game is cancelled for any reason or cut short for any reason, both coaches need to contact their age coordinator within 24 hours. The age coordinator will then work with the proper re-scheduler on getting the game made up.

7.5. The VP of scheduling has a crew of re-schedulers by age that will work with the age coordinators in all make-up games. 7.5.1. Once the rescheduled game is set, the age coordinator will contact the head coaches (managers) with date, time and location. They must give each coach at least 24 hours notice prior to game time. 7.5.2. The date, time and location of the makeup games are final. Any team not playing at the rescheduled game time will automatically forfeit. If both teams fail to show, it will be a double forfeit.

7.6. Each team should designate a few adults to watch the schedules on-line and the field status web page. If at anytime a team notices a mistake, please contact your age coordinator immediately. CFSA will make mistakes, but let's work together to correct them ASAP so everyone will be able to participate.

7.7. The complex coordinators and field coordinators will try and have the field status web page updated a minimum of 1.5 hours in advance of game times. If you are unsure, show up as scheduled.

7.8. Requirements for rescheduling of a game 7.8.1. Games may be called before they have started due to weather conditions. A team designee ought to be responsible for checking the field status page on the website 1.5 hours prior to game time on days when inclement weather exists. If the field status page is not updated, your team needs show up to play. 7.8.2. After the game has started, only the home plate umpire may call the game when inclement weather is looming. Coaches that feel it is unsafe to continue play need to consult with the home plate umpire. 7.8.3. Games may be rescheduled due to CFISD functions as long as the age coordinator is given one week's notice of the event.

7.8.3.1. Metro Teams may have games rescheduled for CFISD functions that the baseball committee has agreed upon. The head coach should notify the age coordinator no less than 5 days prior to the day of the game of a need to reschedule. 7.8.3.2. Middle School/ Select / Elite / Premier teams may have games rescheduled for CFISD functions if the team roster drops below 9 eligible players. The request to reschedule the game must be made one week prior to

the day of the game. 7.8.3.3. A CFISD function is any requirement by the school for its students to participate for a grade or any extra curriculum activity in which the player has participated in such as plays, concerts, any form of testing, etc. The age coordinator will make a determination and inform the head coach (manager) if it meets the criteria. If the head coach (manager) is denied his request, the head coach (manager) may contact the division commissioner for further review.

7.9. Metro Division (4u-14u)

7.9.1. All teams are limited to three (3) activities (i.e. practices and games) in one calendar week, defined 10 12:00AM Monday to 11:59 PM the following Sunday. A practice is to be defined as any activity (i.e. chalk talks, meetings or gathering which last more than thirty (30) minutes with a coach and three (3) or more players present). Teams cannot meet before forty-five (45) minutes of game time for practice or warmups. This will be accessed as an activity and be one of their three (3) weekly activities. 4u teams will have no more than two (2) activities per week.

7.9.2. The Division Commissioner may waive the three (3) activities per week rule in order to allow teams to have one (1) or more additional practices if Two(2) or more games are scheduled in a week.

7.9.3. No metro team (Including Middle School League) may begin practices until approved background checks for the head coach are completed and the team roster is released to the head coach by the age coordinator or baseball commissioner.

7.10. Middle School

7.10.1. No limits are set on the number of activities in a week.

7.10.2. The numbers of games in a week are not limited.

8. Coaches

8.1. The head coach (manager) must sign a coach's contract or Team Registration Form prior to beginning any practices or fielding a team in a game.

8.2. The head coach (manager) is responsible for the conduct of their players, their parents, friends of the team, assistant coaches and their own conduct, both on and off the field at practices and games. Such conduct shall be consistent with the CFSA Fundamentals of Sportsmanship code of conduct.

8.3. CFSA Executive Board Members and Baseball Committee Members are eligible to manage or coach a team. All the above CFSA representatives must reclude themselves in any matter that involves a team that they are affiliated.

8.4. Unless coaching one of the bases, all coaches must be in the dugout or in the vicinity of the dugout (arms length). Coaches may not stand between the other team's base coaches and the batter when their team is on defense. A maximum of 4 coaches for 9u and above and 5 coaches for 8u and below is allowed inside the fence-line.

8.5. Coaches do not have to wear uniforms, but they must dress in a reasonable manner.

8.6. At no time should a coach or parent ask for an umpire's name. A coach who wants to file a complaint against an umpire needs only to supply the following information to their age coordinator by email. 1) Game number, 2) Field number, 3) Date and time of the game. The age coordinator will investigate and involve any other baseball committee members or VP of Officials as deemed necessary.

8.6.1. The above information together with the complaint should be submitted in writing by email Within 48 hours of the completion of the game.

8.6.2. All other complaints must be submitted in writing by email to the Baseball Commissioner.

8.7. League Teams (4u-14u)

8.7.1. The Metro age coordinators will select head coaches from volunteers (managers) for league formed teams.

8.7.2. All coaches must complete a coach's application. If selected the coach will be subject to a criminal background check by CFSA.

9. Penalties

9.1. Any coach or player ejected from a game will receive a mandatory one game suspension. The suspension will take place at the next scheduled game. This is not up for review.

9.1.1. A coach may not be on the field of play when serving the suspension. The coach can be a spectator but cannot engage in coaching the team in any manner.

9.1.2. A player may attend the game as a spectator in the stands but may not take part in any activities on the field, or in the dugout.

9.2. Additional penalties can be handed down if the Division Commissioner feels the mandatory 1 game suspension is not enough based on the report given by the umpire about the ejection.

9.2.1. The Baseball Committee will review the report from the Division Commissioner for any additional penalties.

9.2.2. The additional penalties determined will be based on the severity of the ejection. The penalties could be additional games or banned from participating in baseball for the remainder of the season and playoffs.

9.2.3. The additional penalties handed down can be protested to the CFSA Executive Board.

9.3. The following are ways a player may be ejected other than what is stated in the Playing Rules section.

9.3.1. Pitcher intentionally throwing at a batter.

9.3.2. Intentional, reckless throwing of the bat or other equipment.

9.3.3. "Fake Tags" are not allowed.

9.3.4. The use of foul language

9.4. Teams found to be practicing on any CFSA or CFISD facilities when deemed closed by the Baseball Committee or Executive Board will result in a 1 game suspension of the head coach (manager). Any further violations will result in penalties deemed appropriate by the Baseball Committee. CFSA facilities are deemed closed one hour prior to a regularly scheduled CFSA general / baseball meeting.

9.4.1. CFSA General Membership Meeting night and CFISD testing are typical situations for facilities to be closed.

9.5. Both teams must rake the field, clean their dugout and bleachers after their game has been completed. If a team does not cooperate, CFSA needs to be informed. Call or email your age coordinator or division commissioner. Penalty: The head coach (manager) will be suspended for the next scheduled league game. A second suspension in the same season may result in deduction of team wins from their final season standings.

9.6. If a game is suspended due to unsportsmanlike conduct, the teams(s) participating will incur a loss for the game.

10. Protests

- 10.1. Each Division Commissioner is responsible for all respective protests.
- 10.2. The head coach (manager) is the only one that can protest a ruling on the field. The head coach (manager) must understand that a judgment call cannot be protested only incorrect "rule" calls.
- 10.3. If the head coach feels a protest is required follow the procedures below
 - 10.3.1. Decide if the current situation arises from a rules violation or out of a judgment call.
 - 10.3.2. Call time and wait for recognition by the umpire.
 - 10.3.3. Approach the umpire and request an explanation of the basis for the judgment call; after listening attentively, calmly express your point and ask for an opportunity to appeal to the other umpire based upon your point.
 - 10.3.4. If, in a rules dispute, the umpire should not agree with your interpretation, kindly notify the official that you shall continue play under protest and ask that the umpire note such on the umpire slip and the head coach (manager) needs to note exact time, inning, score, location of runners and pitcher in the official scorebook (home team book); in a judgment dispute, unless the umpire grants the appeal, the call shall be final and no other option remains but to report your displeasure to your age coordinator via e-mail.
 - 10.3.5. The head coach (manager) filing the protest must provide the Division Commissioner a written protest describing the basis for the protest and a \$25.00 check within 48 hours of the end of the game being protested. The \$25.00 check will be refunded only if the protest is upheld.
 - 10.3.6. If the Division Committee rules in favor of the protest, the game will be played over from the point of the protest with all conditions as close to the same as possible. If the committee rules in favor of the protest, it may also rule that the infraction or event being protested could not have affected the outcome of the game. In this case the committee may rule that the game will not be played over and the outcome remains the same.
 - 10.3.7. Protest decisions made by the Division Committee may be appealed to the Baseball Committee within 48 hours of the decision.
 - 10.3.8. If the head coach (manager) decides the Baseball Committee decision is incorrect, he may appeal to the CFSA Executive Board. The head coach (manager) must notify the Secretary in writing along with another \$25.00 check within 24 hours of the Baseball Committee decision. All monies will be refunded if the protest is upheld.

11. Umpires

- 11.1. At the plate meeting prior to the start of the game the umpires will notify each team's manager of all ground rules. If a coach is unsure of a rule this is the time to ask for clarification.
- 11.2. Umpires must notify the VP of Officials with details regarding any player or coach ejected from a game. The VP of Officials will then forward to the Baseball Commissioner who will review and forward on to the Division Commissioner.
- 11.3. If a game is forfeited and the two (2) teams wish to play a practice game, the umpire's must stay and call the game up to an hour at minimum.

11.4. Metro Team Games (4u-16u)

- 11.4.1. If no CFSA umpire is available both coaches must agree on volunteer umpires and play an official game.
- 11.4.2. If only one (1) umpire is available, the umpire has the option to call the game alone or use a volunteer acceptable to both coaches.

11.5. Middle School

11.5.1. Games are not official unless officiated by at least one CFSA umpire.

11.5.2. If no CFSA umpires are available the game can be played as a scrimmage.

11.5.3. If only one (1) umpire is available, the umpire will call the game alone. The umpire has the option to call the game alone or use a volunteer acceptable to both coaches to work the bases.

12. Players Medical Conditions

12.1. A player wearing any type of cast (i.e. hard or soft) will not be allowed to play in a game.

12.2. Coaches are required to forward to the CFSA Safety Coordinator, within twenty-four (24) hours, details related to all injuries where first aid treatment is applied or medical personnel are called.

12.3. Coaches are required to maintain a first aid kit at all times during a game and must have a kit available at all practices. This first aid kit must contain, at a minimum, the following items: 1) 2 ice packs (can be commercial or baggies of ice), 2) Ace bandage, 3) Antiseptic wipes, 4) Assorted band-aids.

12.3.1. Any team not complying with this requirement could be prohibited from playing a game until

Compliance is met or the opposing team has such a kit available.

12.4. In the event a child receives an injury that causes blood to remain on the player's jersey, the player will have to be removed from the game until such time the blood can be removed from the jersey or the player is outfitted with a new jersey. Note: If necessary, a player can wear a T-shirt with his number written on the back.

12.5. If an injury causes blood to remain on a player's pants, the player will need to be removed until the blood can be removed from the pants or player changes pants.

12.6. A player who wears any type of medical alert jewelry shall be required to wear it – unless the umpire's discretion deems it to be a hazard to any player – and as such, the player shall not be allowed to participate in the game.

12.7. The umpire will immediately signal the ball dead if an injury occurs to a player above the neck. All base runners will be placed according to the umpire's judgement.

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Section C: Playing Rules

Play governed by Official Baseball Rules (Sporting News), unless altered by Nations Baseball "Rules of the Game" section, which will be followed unless altered by the following CFSA Playing Rules.

Rules not designated by division APPLY to ALL divisions. Rules designated by divisions will be separated out.

1. The umpire takes control of the field once he/she enters the gate to the field. If the umpire receives verbal abuse (including foul language or personal threats) from coaches, players or parents which disrupts play, the umpire will first warn the coach, second eject the coach, and third have the right to call "game over". This action may be invoked by an umpire even after a game has ended. Any and all threats to an umpire while at CFSA complexes will cause the head coach to receive the outlined penalty - and will be reviewed by the baseball committee for further possible penalties.
2. The use of cell phones is prohibited on the playing field by players, coaches and umpires.
3. Both coaches must exchange a roster of players before each game. This roster will also represent the teams batting order. Teams must bat the entire roster. If a player arrives anytime after the game has started, he/she will be added to the bottom of the roster.
4. Teams must bat their roster and may substitute players on defense at any time. The only position that a player cannot return to is the pitching position once he/she has been removed.
5. Any time the batting order is reduced by an ejection, an automatic out shall be declared in that batting order position.
6. If a player does not want to participate in the game, he can be removed without penalty.
7. At anytime (except 6u and below), the team at bat may use a courtesy runner (last made out) for the pitcher or catcher (7u & 8u – catcher only). The player that is substituted must pitch or be the catcher in the next inning and must stay in for the completion of the first batter of that inning. With 2 outs it is mandatory for the catcher to be substituted (keeps the game moving). The opposing team can declare an illegal player once the first pitch is delivered in the next half inning. Penalty: The batter is awarded first base and the correct player must assume the position he was declared during the substitution.
8. This rule applies to the divisions that have open bases ONLY. If the runner from third (3rd) base is running toward home plate attempting to steal or is participating in a squeeze play, the following apply: 1) the batter has two options – take the pitch or attempt to bunt the pitch. **Penalty:** Failure to do so will result in the following: 1) the batter is called out 2) all runners return to the bases occupied at the time of the pitch 3) the third (3rd) base coach is ejected. **Note:** With the bases loaded, three (3) balls and two (2) strikes on the batter, coaches please have your runner on third (3rd) start running towards the third (3rd) base dugout and not sprinting towards home plate. Umpires: In this situation, please be aware that this is not a steal play or squeeze play if the batter swings the bat. Do not enforce the penalty with this situation.
9. A legal slide can be either feet or head first. If a runner slides feet first, at least one leg and buttock shall be on the ground. If a runner slides he must slide within the reach of the base with either a hand or a foot without going past the base.
10. On a force play if the runner slides, it must be on the ground in the direct line between the two (2) bases, stopping at the base. The runner may slide or run in the direction away from the

fielder to avoid making contact or altering the play of the fielder. Penalty: An illegal slide causes both the runner and the batter/runner to be called out and all other runners to return to the base occupied at the time of the pitch.

11. No base runner shall make Avoidable Contact. If the fielder has the ball or his/her receiving of the ball is imminent the runner has the following choices: 1) Slide 2) Give up 3) Go around 4) Go back. Penalty: If Avoidable contact results from failing to do one of the above, then the runner is out. If malicious contact results...runner is out and ejected. This rule applies to runners heading towards all bases, including first and home. Incidental contact will not result in an ejection by the umpire. ***The Umpires are the sole judge of "Malicious Contact"***

12. No player shall initiate malicious contact. ***The question of what is malicious is umpire judgment.*** Penalty: The player initiating malicious contact shall be ejected from the game. Note: There can be a collision where both players go head over heels and not be malicious contact. The key for malicious contact is "intent", umpires need to ask themselves when making the call, "Did the player deliberately or intentionally run into another player to break up the play or cause harm to the player?" If the answer is yes, then you have malicious contact, if the answer is no, then it is a clean play and you have nothing. Umpire's need to be careful when making this call as to not eject a player if intent is not there. Keep in mind the younger ages are just learning the game and sometimes there will be contact by the runner not sliding and running into a fielder or catcher. Everyone needs to remember the key word is "INTENT." Coaches should also instruct an infielder to leave the base path open if there is no play at the current base.

12.1. If a defensive player is obstructing the runner (**judgment call by the umpire**), contact by the runner is not illegal unless malicious or avoidable.

12.2. Incidental 6.7 Contact = runner not out and no ejection; Avoidable Contact = runner out and no ejection; Malicious Contact = runner out and runner ejected.

13. The infield fly rule is in effect in divisions playing open bases.

14. Each team will be allowed one (1) offensive and one (1) defensive timeout per inning. It may be no longer than thirty (30) seconds. Visits to the mound do not count against the previous rule.

15. A player may not wear any type of jewelry, necklaces, or other items of this nature (regardless of material or composition) during the game. (See Section B paragraph 12 for Medical bracelet & necklaces)

16. Home and visitors are designated by the league schedule. Home team occupies the third (3rd) base dugout unless an unusual circumstance, such as a double header exists, then teams can remain in the same dugouts they started in.

17. Infield practice will not be allowed prior to any league game (this includes playing catch, pepper, hitting sticks, etc.). Teams should warm up in the outfield.

18. No hitting of any type of balls, except whiffle balls, against the fencing or backstops will be allowed. No attaching of hitting or training devices or aids to fencing or backstops will be allowed. **Penalty: Suspension of head coach is possible and at the discretion of the baseball committee.**

19. If a batter swings and throws his bat with enough force to reach the fence line or strikes an opposing player or umpire, that team will be issued a warning by the umpire; any subsequent occurrences may result in the player being ejected or be called out. This rule is at the umpire's

discretion and will be enforced for the players and coach's safety. (this applies to all cfsa age divisions)

20. Each team has ninety (90) seconds from the last out of an inning or half inning to take their respective positions of play so play may resume. **Penalty:** After ninety (90) seconds the umpire must declare PLAY BALL. If the offensive team is ready and the defense is not, a warning will be given, if the defense is not ready thirty (30) seconds later, the batter will be awarded first (1st) base. This procedure will continue until the defense is ready. If the defense is ready and the offense is not, a strike will be called every fifteen (15) seconds until the offense is ready to play. If neither team is ready, the responsibility is on the defense and the same penalty will be called as if the defense is not ready. This time will only be extended if a player injury or damage to equipment occurs and has a direct impact on a team being able to play. (4u thru 6u has a different ruling – see that sections)

21. Teams may only score 5 runs per inning (4U-16U) APPLIES TO METRO ONLY! DOES NOT APPLY TO MIDDLE SCHOOL. Even though the run rule has been met, play will continue until play is complete or the umpire has called "time".

22. Middle School League may only score 7 runs per inning.

23. Metal cleats can only be used in 13u and above divisions.

24. No "slashing" allowed in all levels of play (metro through open). Slashing is defined as a batter squaring to show intent to bunt and then pulling the bat back and making any amount of swing. **Penalty** for slashing will be immediate ejection of head coach and player committing the act.

23. Metro Teams

23.1. A team must have seven (7) eligible uniformed players to start the game. If only seven (7) players are present at game time, the late players will be added to the bottom of the roster as they arrive. **Penalty:** The team with less than seven (7) players will forfeit the game. Teams falling below 7 players for any reason after the start of the game will forfeit. Teams with less than 8 players will record an out each time the 8th player is due at bat.

23.2. If a player is unable to continue play due to injury or illness, the team will not be penalized when it is the missing players turn to bat. His/her batting spot will be skipped over without penalty.

23.3. Other than injury or disciplinary reasons, each player must play at least every other complete inning defensively. Players can play any defensive position. A complete inning is defined as playing for all three (3) outs in that inning or by scoring the run limit. **Penalty:** Coach will be suspended for the next game.

23.4. A coach may sit out a player for disciplinary reasons. The coach must notify the home plate umpire and the other team's coach when such action is taken. The Division Commissioner must be notified of any disciplinary circumstances within 24 hours.

23.5. A player may be sat out the remainder of the game defensively if he/she has played three (3) consecutive and complete innings (i.e. a pitcher may retire after three (3) complete innings and could be rested the remainder of the game). These players must continue to bat in their normal rotation, and they may return to the game, at any position other than pitcher, at any point.

23.6 All players must be identified with a number on their jersey.

25. 4u & 5u Tball Programs Only

- 25.1. Defensive teams can consist of ten (10) players. Four (4) of these players will be outfielders.
- 25.2. A batter shall receive a maximum of three (3) swings to put the ball in play or is called out. No extra swings on foul balls.
25. Umpires will use quick discretion in calling time once an infielder has control of the ball. The intent is to prevent a “track-meet”. Coaches are encouraged to teach their players proper base running and not running with full abandon around the bases without pausing or stopping.
26. The position of pitcher may only play a maximum of 3 innings per game.
- 26.1. The home team will be responsible for furnishing the batting tee for the game. Or each team is allowed to use their own tee if desired. The unused tee must be inside the dugout. All positions in the infield must be fielded first (catcher, pitcher, first base, second base, short stop, and third base) if team is short players.
- 26.2. The tee will be set on home plate and the coach will place the ball on the tee. The coach of the team that is batting may adjust the tee to suit the batter. The coach must also remove the tee from home plate area before a runner coming from third reaches home plate in order to avoid any interference with a potential play at the plate. Penalty: If in the umpire’s opinion, the tee was not removed in time and it interferes with the play, the runner shall be called out.
- 26.3. If the ball accidentally falls off the tee, the offensive coach or the batter may pick it up and quickly set back on the tee.
- 26.4. If a batter/runner or offensive coach touches the ball after it has been hit fair, this is offensive interference, and the batter is out.
- 26.5. The ball must travel on or beyond the fifteen (15) foot arc or cut of grass if no arc is visible to be considered in play (the line to designate the arc is considered in fair play). If the tee falls over and the ball crosses the fifteen (15) foot arc, it is in play.
- 26.6. The batter must take a full swing. If the batter takes a half swing or bunts, the ball is dead, the batter will be called back, and that swing will count as a foul ball/ strike.
- 26.7. Base runners are not permitted to steal or lead off a base and shall remain in contact with the base until the ball is hit in fair territory. Penalty: The runner is out - and a “no swing” is ruled for the hitter who may not advance to first base and remains a batter.
- 26.8. Time will be called when the ball is in the infield and in the opinion of the umpire the lead runner is no longer advancing. Play will cease and the umpire will call time after every play and declare the ball dead. Runners other than the lead runner may be required to return to the last base occupied if in the umpire’s judgment they were advancing after the lead runner was ceased in his advancement. An infielder merely holding the ball above his head does not stop play.
- 26.9. If a defensive player throws the ball to first (1st) base in an attempt to retire the batter/runner and overthrows the first (1st) baseman, the batter/runner may advance to one base (2nd base) at his/her own risk. All other runners may advance up to two (2) bases from the time of the swing. If the defensive team chooses to make a play on any of the advancing runners, the ball will be considered still in play and all runners may continue to advance further at their own risk until the play is over in the judgment of the umpire. The umpire’s judgment is final.
- 26.10. No infielder may be closer to the batter than forty (40) foot mark.
- 26.11. Outfielders must stay in the outfield in fair territory until the ball is put into play.

26.12 Outfielders are encouraged to throw the ball to the infielders rather than run the ball in. There is no penalty for running the ball in to the infield.

26.13 After hitting the baseball, once the runner has advanced to the forty (40) foot mark on the first base line then only the first (1st) baseman may tag the runner or any defensive player may step on first (1st) base to make the put out. If a hash mark is not painted at the forty (40) foot mark down the first (1s) base line, it is the umpire's discretion.

26.14. The catcher should stand back away from the batter and must wear a dual ear-flap catchers helmet with a mask. He may not chatter to the batter. If he does so, he will be given one (1) warning, after which the batter will be given first (1st) base whenever this infraction occurs again.

26.15 The pitcher will be required to wear a helmet with a face shield. The pitcher must have at least one foot in the pitching circle and/or behind the rubber when the ball is hit.

26.16 Teams should have a first (1st) and third (3rd) base coach and a coach at home plate when their team is at bat. The home plate coach will have ten (10) seconds to position a batter in the batter's box. At the end of the allowed time the umpire will instruct the coach to avoid further contact. The batter will be called out if the coach continues to touch the batter after the time limit, or if, during the time limit the coach touches a player a second (2nd) time. A base runner will be called out if the first (1st) or third (3rd) base coach touches him while the ball is in play.

26.17 On defense a coach is allowed to stand beyond both the first (1st) and third (3rd) base area between the baseline and the fence line. All other coaches must remain in the dugout area or outside the playing field.

26.18 Each team has two (2) minutes from the last out of an inning or half inning to take their respective positions of play so play may resume. Penalty: After two (2) minutes the umpire must declare "Play ball" thirty (30) seconds later, the batter will be awarded first (1st) base. This procedure will continue until the defense is ready. If the defense is ready and the offense is not, a strike will be called every fifteen (15) seconds until the offense is ready to play. If neither team is ready, the responsibility is on the defense and the same penalty will be called as if the defense is not ready. This time will only be extended if a player injury or damage to equipment occurs and has a direct impact on a team being able to play.

26.B 6u Coach Pitch

26.1B The pitcher will be required to wear a batting helmet with a face shield. The pitcher must be in the pitching circle and even with or behind the rubber when the ball is hit (or have at least one foot on the pitcher's mound dirt, or within a reasonable distance at the umpire's discretion). The helmet must remain on the pitcher's head at all times. Penalty: 1st occurrence – warning; 2nd occurrence – removal from the pitching position for remainder of the game.

26.2B The batter must take a full swing. If the batter takes a half swing or bunts, the ball is dead, the batter will be called back.

26.3B The batter will receive three (3) pitches from the coach pitcher to put the ball into play prior to, and including, the 3rd pitch, the batter, at the discretion of the head coach, will either (1) get one swing off a tee to put the ball into play, or (2) receive one final thrown pitch from the coach pitcher on the 4th and final pitch. The batter will be declared out if the ball isn't put into play from the tee or the 4th pitch from the coach pitcher. A thrown pitch resulting in a ball,

wild pitch and/or pass ball will not enable a 5th attempt to put the ball into play and the batter will be declared out regardless of the result of the 4th pitch.

26.4B Base runners are not permitted to steal or lead off a base and shall remain in contact with the base until the ball crosses the front of the plate. **Penalty:** The runner is out. The batter shall not reach base if the umpire makes this call. The pitch is deemed a “no pitch” and the batter returns to the batter’s box regardless of the outcome of his hit.

26.5B Time will be called when the ball is in the possession of an infielder and in the opinion of the umpire the lead runner’s advancement has been stopped. Play will cease and the umpire will call time after every play and declare the ball dead. Runners other than the lead runner will be placed according to the umpire’s judgment. An infielder merely holding the ball above his head does not stop play.

26.6B The coach pitcher shall not give vocal instructions and/or hand signals to the batters, runners or other coaches. The coach pitcher is not allowed to do any coaching while his team is batting. **Penalty:** 1st occurrence – warning and further occurrences will result in removal of the coach pitcher from the pitching position for the remainder of the game. During timeouts, coaching by the pitcher is allowed. 26.7B The coach pitcher must leave the playing field after the ball is hit, to the opposite side of where the ball is hit any may not return to the playing field until the ball is called dead by the umpire.

26.8B A batted ball that hits the coach pitcher is a dead ball, all base runners return to the base in which they occupied at the time of the pitch, and the pitch counts as a “foul” on the batter. Any coach intentionally contacting a ball in play will cause a “dead ball” to be called, all base runners will return to the bases they occupied at the time of the pitch, and the batter will be ruled out. The coach pitcher will receive a warning on the first occurrence, and will be ejected from the game on the second occurrence. 26.9B Teams are allowed to play with 4 outfielders.

26.10B No infielder may be closer to the batter than forty (40) foot mark.

26.11B Outfielders must stay in the outfield in fair territory until the ball is put into play.

26.12B Outfielders are encouraged to throw the ball to the infielders rather than run the ball in. There is no penalty for running the ball in to the infield.

26.13B. The defensive team must place a coach behind the catcher near the fence. The coach will assist in getting the ball back to the pitcher. The coach cannot have any communication with any players while in this position. This is to help speed up the game. The coach is not allowed to do any coaching while behind the catcher. **Penalty:** 1st occurrence – warning and further occurrences will result in removal of the coach from the position for the remainder of the game. During timeouts, coaching by this coach is allowed.

26.14B. A level 1 baseball will be used for all 6u coach pitch games (no hard balls)

27. 7u & 8u Program Coach Pitch

27.1. The pitcher will be required to wear a batting helmet with a face shield. The pitcher must be in the pitching circle and even with or behind the rubber when the ball is hit (or have at least one foot on the pitcher’s mound dirt, or within a reasonable distance at the umpire’s discretion). The helmet must remain on the pitcher’s head at all times. **Penalty:** 1st occurrence – warning; 2nd occurrence – removal from the pitching position for remainder of the game.

27.2. The batter must take a full swing. If the batter takes a half swing or bunts, the ball is dead, the batter will be called back, and that swing will count as a foul strike.

27.3 The batter shall be declared out after six (6) pitches have been delivered or three (3) strikes have occurred. Batter is allowed unlimited fouls on the sixth (6th) pitch. A foul tip (which the catcher legally catches) on the third (3rd) strike is an out.

27.4. Base runners are not permitted to steal or lead off a base and shall remain in contact with the base until the ball crosses the front of the plate. **Penalty:** The runner is out. The batter shall not reach base if the umpire makes this call. The pitch is deemed a “no pitch” and the batter returns to the batter’s box regardless of the outcome of his hit.

27.5. Time will be called when the ball is in the possession of an infielder and in the opinion of the umpire the lead runner’s advancement has been stopped. Play will cease and the umpire will call time after every play and declare the ball dead. Runners other than the lead runner will be placed according to the umpire’s judgment. An infielder merely holding the ball above his head does not stop play.

27.6. The coach pitcher shall not give vocal instructions and/or hand signals to the batters, runners or other coaches. The coach pitcher is not allowed to do any coaching while his team is batting. **Penalty:** 1st occurrence – warning and further occurrences will result in removal of the coach pitcher from the pitching position for the remainder of the game. During timeouts, coaching by the pitcher is allowed. 27.7. The coach pitcher must leave the playing field after the ball is hit, to the opposite side of where the ball is hit any may not return to the playing field until the ball is called dead by the umpire.

27.8. A batted ball that hits the coach pitcher is a dead ball, all base runners return to the base in which they occupied at the time of the pitch, and the pitch counts as a “foul” on the batter. Any coach intentionally contacting a ball in play will cause a “dead ball” to be called, all base runners will return to the bases they occupied at the time of the pitch, and the batter will be ruled out. The coach pitcher will receive a warning on the first occurrence, and will be ejected from the game on the second occurrence. 27.9. Teams are allowed to play with 4 outfielders.

27.10. No infielder may be closer to the batter than forty (40) foot mark.

27.11. Outfielders must stay in the outfield in fair territory until the ball is put into play.

27.12. Outfielders are encouraged to throw the ball to the infielders rather than run the ball in. There is no penalty for running the ball in to the infield.

27.13. The defensive team must place a coach behind the catcher near the fence. The coach will assist in getting the ball back to the pitcher. The coach cannot have any communication with any players while in this position. This is to help speed up the game. The coach is not allowed to do any coaching while behind the catcher. **Penalty:** 1st occurrence – warning and further occurrences will result in removal of the coach from the position for the remainder of the game. During timeouts, coaching by this coach is allowed.

27.14 A regulation baseball will be used for all coach pitch games (no tee balls, restricted balls, etc.)

27.15 When the Coach Pitcher is pitching, one foot needs to be in contact with the rubber when the ball is released.

28.16 Coach Pitchers should pitch over handed (not underhanded)

28. 8U Kids Pitch

28.1. This program may be offered in the Summer Season only. It will typically be after the regular season is completed so teams wanting to see how they look moving to 9u can get an opportunity for some live 20 baseball.

28.2. Closed bases will be used. No lead offs until the ball has crossed the plate. Runners must stay on the base when the pitcher is in the pitching position and the catcher is in the catching position. If the runner leaves the base early, the umpire places the runner back on the last base occupied unless the runner was put out. This is not an appealable play. If forced, the runner advances one base ahead of the batter-runner. If the ball is put into play by the batter, the defense has the option of taking the play or placing the runners back on base and the batter in the batter's box. A runner on first or second may steal the next open base at his own risk once the ball has crossed the plate (even if it is a wild pitch). You may advance runners on first AND second on the same pitch if third is not occupied. A runner on third may NOT steal home or advance on a passed ball / wild pitch (or an errant throw down to second trying to put out a runner stealing from first). The coach should want the catcher to make the throw to second every opportunity they have to do so since we are minimizing the risk for them.

28.3. 4 runs per inning for the offensive teams.

28.4. Nine defensive players on the field with three outfielders.

28.5. No balks are called or enforced. Players should be encouraged to throw from the stretch position with base runners. No pick offs are allowed. The defensive team shall not benefit by recording an out during a play that a balk was called.

28.6. The infield fly rule applies.

28.7. There is no advancement by the batter on dropped third strikes. Base runners on first or second may advance on a dropped third strike at their own risk.

28.8. The runner on third base may not steal home. The only way the runner can advance from third to home is if batted or forced home.

28.9. C-Flaps or full face masks are required for the batter. Base runners are not required to wear a C-flap or full face mask, but must wear an approved helmet.

28.10. The catcher is required to wear a protective cup (per section B 3.3.3) ALL players are recommended to wear a protective cup as well.

28.11. Game length is 100 minutes, or 6 innings – no mercy rules are in effect

28.12. All teams must bat their full roster.

28.13. Pitching limitations follow 9U rules. Coaches are encouraged to develop all their players as pitchers and not exploit the abilities of one during this league.

28.14. Umpires will be instructed to call a "liberal" or large strike zone to help keep the walks to a minimum.

29. 9u Program

29.1. Closed bases for 9u Metro Only. No lead offs until the ball has crossed the plate. Runners must stay on the base when the pitcher is in the pitching position and the catcher is in the catching position. If the runner leaves the base early, the umpire places the runner back on the last base occupied unless the runner was put out. This is not an appealable play. If forced, the runner advances one base ahead of the batter-runner. If the ball is put into play by the batter, the defense has the option of taking the play or placing the runners back on base and the batter in the batter's box. A runner on first or second may steal the next open base at his own risk once the ball has crossed the plate (even if it is a wild pitch). You may advance runners on first AND second on the same pitch if third is not occupied.

29.2 Runners from third (3rd) can steal home after ball has crossed the plate and ball is in play.

29.3 Runners may not attempt to steal home after a throwback to the pitcher, unless the Pitcher is attempting to make a play on the runner.

29.3 Batter cannot advance on a dropped ball third (3rd) strike.

30. 10u thru 16u Programs –

30.1 10u thru 16u programs are OPEN Bases

30.2 No additional changes

31. Middle School

31.1 Teams may only score 7 runs per inning. Even though the run rule has been met, play will continue until play is complete or the umpire has called "time".

31.2 6/7th grade will play by 13U Nations Select rules (if not specified in CFSA Rules)

31.3 8TH grade will play by 14u Nations Select rules (if not specified in CFSA Rules)

31.4 Teams may play an official game with an eight (8) player line-up. If a team starts with an eight (8) player line-up, an out shall be called for the ninth batting position each time it comes up in the lineup. 31.5 Any players arriving late will be added to the bottom of the roster and will be allowed to play.

31.6 A team that starts a game with 8 players shall not be the home team.

31.7 At any time if a team drops below 8 players, they will forfeit the game.

31.8 All players must be registered under the designated team prior to game start. If a non-registered player is uncovered they may be removed from game and an out will be counted for each at bat at the discretion of the opposing manager.

31.9 All players must have a jersey number to be considered a rostered player in the scheduled game. If no number is on jersey the player will not be allowed to play.

Section D: End of Season Playoffs

All CFSA Post Season Playoff games will be played according to the rules that applied during the regular season **unless noted below.**

1. General

1.1. Playoff formats will be advertised at the beginning of the season and may be modified accordingly by the age coordinator to meet the number of teams in a division. The drop dead rule will be removed from playoffs. (See section 2.6 for further details) Metro teams will have a 7 run score maximum per inning

1.1.1 single elimination

1.2. There will be no delayed protests allowed. All protests will be settled on the field. All illegal player disputes must be settled by the end of the game. The coach that presumes an illegal player is in the lineup must tell the umpire they are playing the game under protest. The coach must contact their age coordinator prior to the end of the game to verify the opposing team's roster. If age coordinator is unavailable, contact the division commissioner. **Tip** – Coaches should keep the division coordinators phone number handy during play-offs.

1.3. In single elimination brackets – the last game in the bracket is the true championship game.

1.4. Per agreement of both coaches the championship game can be timed to standard game format vs playing a full 6 innings (or 2hrs whichever comes first) this will be decided prior to start of the game with the head umpire.

2. Metro Divisions

2.1. All teams are eligible for the play-offs providing they have turned in their "Sponsorship" prior to the deadline which is normally the sixth game of the season.

2.2. If the age coordinator and VP of scheduling determine there are too many teams in an age group to complete the playoffs in the required time, the age division may be split into an upper and lower division. The split will be determined by the age or division coordinator.

2.3. Teams will be seeded according to their regular season records (defined as win-loss percentage). Tiebreakers are as follows: 1. Win-Loss Record 2. Head to Head (a) 3. Fewest Runs Allowed 4. Highest Total Run Differential 5. Coin Flip (a) Head to head is considered only when two teams are tied. For three or more teams, head to head is skipped in favor of the next tie breakers, in order as above until the tie is broken.

2.4. The higher seeded team will be the home team and occupy the third base dugout. The original seed each team has at the start of the playoffs is the seed carried throughout the playoffs.

2.5. Game Tie Breakers

2.5.1. Should a game be tied at its conclusion, a winner for advancement to the next round of the playoffs will be determined using the following tiebreakers in the order listed.

2.5.1.1. Team that records the highest number of outs (includes strikeouts, batting out of order, etc.).

2.5.1.2. Team winning the most number of individual innings.

2.5.1.3. Team leading at the conclusion of the most innings

2.5.1.4. Team which scores in the most innings

2.5.1.5. Coin Flip

2.5.1.6. Championship games will be played out until there is a winner on the field.

2.6. Championship Games will be played as follows:

2.6.0. Tball games will be played by regular season rules except if the game is tied in the last regular inning. 10 runs per inning maximum will be allowed until the game is decided.

2.6.1. 6u thru 8u

2.6.1.1. Games will be 6 innings or the time limit specified for league play with the removal of the drop dead rule. Inning must be finished.

2.6.1.2. Teams may score 7 runs per inning for innings 1-5

2.6.1.3. In the 6th inning each team may score 10 runs

2.6.1.4. If the game is tied at the end of 6 innings play will continue till there is a winner, the 10 run limit will remain in effect or a 2 hour time limit has been reached with the opportunity to finish the current inning

2.6.2. 9u

2.6.2.1. Games will be 6 innings

2.6.2.2. Teams may score 7 runs per inning for innings 1-5

2.6.2.3. In the 6th inning each team may score 10 runs

2.6.2.4. If the game is tied at the end of 6 innings play will continue till there is a winner, the 10 run limit will remain in effect or a 2 hour time limit has been reached. With the opportunity to finish the current inning

2.6.2.5. Regular season pitching rules apply

2.6.3. 10u thru 12u

2.6.3.1. Games will be 6 innings

2.6.3.2. Teams may score 7 runs per inning for innings 1-5

2.6.3.3. In the 6th inning each team may score 10 runs

2.6.3.4. If the game is tied at the end of 6 innings play will continue till there is a winner the 10 run limit will remain in effect or a 2 hour time limit has been reached. With the opportunity to finish the current inning

2.6.3.5. Regular season pitching rules apply

2.6.4. 13u thru 16u

2.6.4.1. Games will be 7 innings

2.6.4.2. Teams may score 7 runs per inning for innings 1-5

2.6.4.3. In the 6th inning each team may score 10 runs

2.6.4.4. If the game is tied at the end of 7 innings play will continue till there is a winner the 10 run limit will remain in effect or a 2 hour time limit has been reached. with the opportunity to finish the current inning

2.6.4.5. The 10 run limit will remain in effect for all subsequent innings.

2.6.4.6. Regular season pitching rules apply

2.7 At the end of the 2 hour time limit and the inning has been completed with a tie the game will be decided with a coin flip and the home team will call heads or tails.

3. Middle School

3.1. Playoff rosters will be frozen after a date set by the baseball committee. Rosters submitted at registration are considered the official roster UNLESS you have made official changes/additions during the season. Roster changes/additions are only official once the age coordinator or division commissioner has approved the addition. Roster violations will result in automatic team disqualification.

3.1.2 Players must have played in at least 50% of eligible regular season league games to play in the post season playoffs - barring injury. Coaches must make their score book available to the opposing coach PRIOR to the start of a playoff game should a player be in question. Should the score book not be made available, the player in question will not be legal to play. A team found to have violated this rule after playing with an illegal player will forfeit all games played with the illegal player

3.2. If the age coordinator and VP of scheduling determine there are too many teams in an age group to complete the playoffs in the required time, the age division may be split into an upper and lower division. The age coordinator will determine the split.

3.3. Teams will be seeded according to their regular season records (defined as win -loss percentage). Tiebreakers are as follows: 1. Win-Loss Record 2. Head to Head (a) 3. Fewest Runs Allowed 4. Highest Total Run Differential 5. Coin Flip (a) Head to head is considered only when two teams are tied. For three or more teams, head to head is skipped in favor of the next tie breakers, in order as above until the tie is broken.

3.4. The higher seeded team will be the home team and occupy the third base dugout. The original seed each team has at the start of the playoffs is the seed carried throughout the playoffs.

3.5. Run limit during regular league play will remain in effect during playoff games. Each game will last 7 innings for 13-14u or 100 minutes. If an inning starts before 100 minutes has elapsed, the game must be played to the conclusion of that inning. Games cannot end in a tie.

3.6. In the case of a true championship game being played that game will be played as a 7 inning game without a time limit, but subject to run rules for 13U & 14U. The game cannot end in a tie.

3.7. Tournament run rules are in effect: 15 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings.

3.8. If more than 50% of a game is played, (innings or time) than the game is official. If a game is suspended before 50% completed, the game will be rescheduled and will start over with all pitching back to zero. The game becomes official, in 6 inning games, when 3 innings are completed or 55 minutes. It is a complete game, in 7 inning games, when 4 innings are completed or 55 minutes.

3.9. Pitching Limits:

3.9.1. Monday to Sunday constitute a week.

3.9.1.1. Age 13 / 14 30 outs per week, max 21 outs per day (for all 7 inning games)

3.10. Any ejections occurring in a championship game will result in the banning of the player, coach, or offending party from the awards ceremony.

Section E: Utilizing CFSA Fields for Practice

1.0 In order to be eligible to have free use of CFSA fields for practice teams must be registered for the current or upcoming league season. (for the purposes of practice each “season” will be defined as: Spring Season: January 1 thru July 31 – Fall Season - August 1 thru Dec 31.)

1.1 Metro teams formed by the league may use CFSA Fields as available once teams are formed and coaches assigned.

1.2 Middle School teams formed by the league may use CFSA Fields as available once teams are formed and coaches assigned.

Note: Team’s abusing this privilege could be banned from all future use of CFSA facilities.

2.0 League teams may use CFSA fields for practice up to 1-2 times per week (Monday – Friday 1 practice) & Saturday – Sunday 1 practice if available). Actual number of weekly practices is subject to availability as determined by Baseball Commissioner, Complex Coordinator, Field Coordinator, VP of Scheduling and VP of Facilities. No team may practice more than 1-2 times per week on any CFSA field. Teams trying to skirt the system by requesting practice on more than one field and as a result practicing more than twice are at risk of having their practice privileges suspended or revoked. Teams are encouraged to pick one field for practice and use only that one field.

3.0 Maintenance:- League teams using CFSA Fields for practice are required to assist with field maintenance as required by the VP of Facilities, Complex Coordinator and Field Coordinator. Failure to assist with help keeping fields clean after usage, will result in suspension or loss of practice privileges. Each team must rake the field, pick- up trash and repair mounds after each practice and game. To do so the team should designate the final ten minutes of the practice time for these field duties.

4.0 Practice request system – Visit the CFSA Website for field coordinators contact information. Email or text field/day/time for practice to the field coordinator. Make sure Team name/age division and coach name is provided as well. Allow up to two or three days for a field coordinator to either approve or deny your request. Teams may practice once the practice request has been formally approved.

5.0 Lights – The team with the last scheduled practice for the night must turn off the field lights prior to leaving the complex.

Section F: Miscellaneous

1. The Head Coach (Manager) may at his discretion have his on deck batter move to the other on - deck area to prevent the on-deck batter from facing the batter head-on (9U and above only). (Example: With a lefthanded hitter up to bat the on-deck batter on the third base side of the field may move over to the first base side on deck area) 1.1 The act of moving over cannot delay the game. On deck batters should move quickly and only when there is a lag in play. On deck batters should not interfere with any live ball plays. (Penalty for delaying- Umpire will charge offensive team with a time out)
2. The Head Coach (Manager) is responsible for his team (Player's, Asst Coaches and Fans). The Head Coach should make sure all on his team are familiar the CFSA Fundamentals of Sportsmanship. Umpires will ask the Head Coach (Manager) to deal with any member of his team that is acting in an unsportsmanlike manner.
3. The Head Coach (Manager) is responsible for knowing these rules in the entirety. Ignorance of a rule is not an excuse. Additionally Head Coach (Manager) should be familiar with Nations Baseball rules as well as MLB rules. Tip: Do a web search "40 Baseball Rule Myths" you would be amazed at what some consider to be rules that really aren't.
4. Refunds - Select and Open League teams may withdraw from league and request a refund providing request is made 10 days prior to the announced start of the season. There will be a \$400 withdrawal fee. There will be no refund given after the season has started (defined as first game played).
 - 4.1 Metro players can request refunds up to the close of registration. Refunds will be issued less the current CFSA refund service charge(\$50). There will be no refunds granted once registration closes unless approved by cfsa board.
5. Noise and light distractions: Artificial noise makers will not be allowed at CFSA. Stereos may be permitted, prior to game start but must be turned off if music is disturbing any persons in surrounding area.
6. walk up music is allowed per commissioner approval with appropriate music. Music must be turned off during game play.
7. Flash photography, laser pointers, etc. are not allowed at CFSA games. It will be at the umpire's discretion to determine if an individual, team, or fan is purposefully causing a distraction using sound, or light (from cameras, lasers, etc.). First offense will be a warning. Second offense will be ejection of the offending party as well as the associated head coach. Further offenses will result in the forfeit of the game.
- 8. Smoking is not allowed on any CFSA grounds.**
9. It is at the head coaches discretion the location/day/time of all practices.

Section G: Fundamentals of Sportsmanship

Sportsmanship is an honorable quality that desires to be courteous, fair, and respectful. It is a blending of cheers for the "home team" and applause for the "visitors", observing the letter and spirit of the rules, and showing consideration for opponents. It is playing by the code of conduct, "treat other participants and spectators as you would want to be treated."

Fundamentals of Sportsmanship:

1. Show respect for the opponent.
2. Show respect for the officials.
3. Know, understand, and appreciate the rules of the game.
4. Maintain self-control.
5. Recognize and appreciate skill in performance regardless of affiliation.
6. Be no party to the use of profanity, obscene language or improper actions.
7. Instruct participants and spectators in proper sportsmanship responsibilities and demand that they make sportsmanship the No. 1 priority.
8. Set a good example for players and spectators to follow.
9. Refrain from arguments in front of players and spectators.
10. Abstain from throwing any objects in disgust.
11. Show respect for the game.
12. Any altercation (physical, verbal, or otherwise) between parents, players, coaches, umpires, or any combination thereof which is committed at a CFSA baseball game will result in an immediate ejection from the game and removal from CFSA grounds (or facility in use). All parties involved will be suspended immediately from attending any and all CFSA baseball games. All parties will remain suspended until the next scheduled Baseball Meeting of CFSA. At the next scheduled CFSA Baseball meeting, all parties involved will be allowed to represent themselves to present their facts. The CFSA Baseball board members will hear all parties wishing to share their facts. Non-attendance to the meeting will constitute a "no submission" of facts by the party not present. Pending a board vote by the CFSA board members, penalties for the violators may include a one year suspension - and a possible lifetime ban from any and all CFSA baseball games. The lessons of good sportsmanship, playing the game hard but fair, winning humbly, losing gracefully, developing respect for discipline and authority, playing and living by the spirit as well as the words of the rules- are not confined to those who play the game. EVERYONE should see the full impact and potential of athletics as an educational and fun experience. This is a challenge that all coaches, players, spectators, and officials must pursue.

Section H: Bats

Bat Rules

T-BALL Division, must use a t-ball regulated bat. The bat can feature either USSSA 1.15 or USA Baseball stamp and accompanying Text stating it is a "T-Ball" bat.

6U through 13U (metro, middle school league) must use bats certified by USA Baseball or USSSA 1.15 Baseball stamp. Bat manufacturers are certifying bats with a bat performance standard (BPF) or a wood bat 1.15 using a new testing procedure. All bats that meet the BPF testing procedures have a stamp affixed by the manufacturer in the barrel to handle transition area. Please be advised that if you are playing in a Nations or USSSA sanctioned event, you will have to meet their present bat rule. Wooden bats are acceptable in league play and must meet league specifications and standards as noted in this rule. It shall be a smooth, rounded stick and made of wood or of material and color tested and proved acceptable to league standards and manufactured by a licensed bat manufacturer.

14U must use bats certified USSSA Baseball stamp and drop five (-5 or heavier) or a wooden bat
All ages

15u and above must use bats certified BBCOR (-3) or a wooden bat All bats for scholastic divisions (14U and above) must conform to the National Federation of High School Associations (NFHS) bat standards including a length to weight ratio no greater than negative three (- 3) ounces. These bats must be permanently stamped with the BBCOR.50 Certified Mark or made of wood and manufactured by a licensed Nations manufacturer Penalty: A batter will be deemed to have introduced a bat into play when he enters the batter's box. Any player found to be using an illegal bat will immediately be called out. If the batter is found to have used an illegal bat after reaching base, he will be ruled out and all base runners will be returned to their original positions when the illegal at-bat took place. A team loses its right to appeal the possibility of an illegal at bat (using a possible illegal bat) when the next batter in the lineup enters the batter's box. Upon the second offense in the same game by the same team, the batter will be called out and the head coach will be ejected for the remainder of the game. If a third offense occurs, the game will be called immediately, and the offending team will forfeit the game.