

LEAGUE RULES & POLICIES:

Rules are interpreted by the CAB Rules Chair, CAB League Commissioner, CAB President and the appropriate age-group commissioner. All rules interpretations, issues or disputes should be initially addressed to the age-group commissioner for consideration.

PRIORITY OF RULES WHICH GOVERN CAB PLAY:

1. CAB Rules & Policies
2. USSSA Rules (<http://www.ussa.com>)
3. Official MLB Baseball Rules (<http://www.mlb.com>)

LATEST REVISION = 07/29/15

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GENERAL POLICIES AND RULES FOR RECREATIONAL PLAY:

NO metal cleats shall be worn by any player in the CAB recreational league EXCEPT IN THE 13/14U LEAGUE.

- All scheduled games will be played as scheduled at the venue they are scheduled at unless the games are canceled by the Corinth Parks and Recreation Department or CAB due to adverse weather conditions. **Coaches are NOT permitted to cancel games under any circumstances.** Scheduled games that are canceled by either the Corinth Parks and Recreation Department or CAB can only be rescheduled by approval of the CAB Executive Committee.
- The scoreboards at Corinth Community Park are the property to the Corinth Parks and Recreation Department. The CAB does not employ anyone to operate the scoreboards to keep the official score. Anyone operating the scoreboard is not keeping an official score on behalf of CAB. The official score is to be kept by the Home Team's Scorekeeper in all age groups from 6U and above. Please be considerate that the scoreboards are most often operated by children who can easily be intimidated by well-meaning fans who are trying to insure that the proper score is kept.
- For the enjoyment of our spectators and players, loud noise makers, public address systems, or other distracting nuisances are not allowed at Corinth Community Park.
- Alcoholic beverages are strictly prohibited at any CAB-sanctioned event.
- **Smoking (to include e-cigarettes) is NOT permitted anywhere inside the park grounds.**
- Coaches, players and spectators are expected to be respectful of the fields and place their trash in the proper receptacles. After each game, each team is requested to clean the dugout.
- **ABSOLUTELY NO FOUL LANGUAGE WILL BE PERMITTED INSIDE THE PARK GROUNDS.**
- **RUNNERS MUST SLIDE ONLY IF THERE IS A PLAY AT HOME PLATE.** All slides must be legal slides. At other bases, runners are never required to slide, but if a runner elects to slide, the slide must be a legal slide. Legal slides are further defined in USSSA rules. As determined by the umpires, players may be ejected from a game for *"malicious contact."* ***This contact can be further explained if the runner uses their elbow or arm to interfere with the catcher or the runner tries to run the catcher over. "Malicious contact" may also be used against a fielder.***
- The home team will keep the official score during the game. Should there be any question during the game by an umpire regarding scoring (including but not limited to batting orders, ball/strike counts, outs or runs scored); the home team scorebook will always prevail.
- Umpires will maintain the official game time. And, the official game time will begin at the coaches/umpires meeting which will help keep the games running on time.
- Any team with at least eight (8) players may begin and /or finish a game without forfeit. The ninth batter will not result in an out unless that player was ejected from the game.
- Players arriving late or after their originally scheduled slot in the batting order will be placed at the end of the batting order without penalty. Teams will not be required to take an out for players departing the game early for any reason other than ejection. If a player is ejected from a game, the team will be required to take an out for that player's position in the batting order.
- No infield will be taken by any team prior to the game. But, the home pitcher and catcher may warm up prior to game time on the field. This is to speed up the game starting.
- All catchers will be required to wear a catcher's mitt as defined in the MLB handbook. Left handed catchers should be granted the ability to catch without a catcher's mitt if the league does not have one available. Coaches with left handed catchers should query the league for usage of left handed mitts.
- Any base runner stealing home on a swinging strike is out at the time the bat is swung. **If this occurs, the coach of the team at bat will be immediately ejected from the game. A bunt is not a swinging strike.** If a base runner is called out for attempting to steal home under this rule, the ball is dead when the bat is swung. Please use caution when running the player at third base in a bases-loaded, two out, 3-2 count.
- ThrownBats:
 - 7U – 10U:
 - A team will be given a warning if a bat is thrown during a swing by a batter whether it is a swinging strike or a hit ball. The second time a player throws a bat a second warning will be given. On a third offense the batter will

automatically be called out no matter if it was a swinging strike or a hit ball. Outs will be called for continuous offenses.

- If a player has already thrown a bat in the game and throws the bat for a second time during said game no matter if a second warning has been given, the player will be disqualified from the game but will be allowed to remain in the dugout.
- 11u – 16u
 - A team will be given one warning for a thrown bat whether by swinging strike or a hit ball. Upon a team's second offense the batter will be called out no matter if it is a swinging strike or a hit ball. Outs will be called for continuous offenses
 - If a player has already thrown a bat in the game and throws the bat for a second time during said game no matter if a second warning has been given, the player will be disqualified from the game but will be allowed to remain in the dugout.
- All coaches on the field are required to remain in dugout, with exception of the turf right outside the dugout, with the exception of Blast Ball, 5U/6U, 7U/8U leagues. All other coaches must remain in the dugout.
- Any coach badge must be visible, either on clip or lanyard, while serving in the active duties as a coach. Coaches not wearing proper identification will be removed from playing field, despite "familiarity of the coach." Umpires will be directed to locate and observe CAB ID badges during the home plate meeting.
- Courtesy runners will be allowed in 7U through 15/16U age levels for the catcher and pitcher or in the event of injury or illness (regardless of the number of outs in the inning). The courtesy runner will always be the player who made the last **batted** out of the inning.
- The batter is required to keep one foot in the batter's box at all times in order to speed up play. **Additionally, the coaches (not the umpires) are required to ensure the proper USSSA sanctioned bats are being used during each game. This is a major safety concern and violations of this rule will be addressed as needed.**
- Usage of the batting cages is given first priority to teams that are playing. Teams that are practicing must ensure the teams that are playing are no longer using the batting cage.
- Team banners must comply with language standards including, but not limited to provisions against the following: drugs, alcohol, profanity or suggested slogans, tobacco, obscenity, political affiliations, violence or gangs.
- Games are considered official and complete after:
 - All innings are completed within the legal time, or
 - Time expired and all innings completed (tie), or
 - Time expired with innings remaining and home is ahead
- Games interrupted due to inclement weather or field conditions:
 - 5U through 9/10U age groups are considered completed if 2 ½ innings are played and the home team is ahead
 - 11/12U through 15/16U age groups are considered completed if 3 1/2 innings are played and the home team is ahead
 - Incomplete games be scheduled at the discretion of the Corinth Area Baseball based on agreeable dates, times and field space

PLAYER AGE GROUP DETERMINATION:

- Unless approved by a CAB Board of Director member (President, Vice President, Commissioner, Treasurer, and Secretary) all players will play within their age group as outlined under USSSA rules.
- Age Waiver Request forms and Play-Up forms are available on the CAB webpage.
- Only documented mental and/or physical disabilities will be considered for a player to play with a younger age group.
- Sibling situations are always considered.
- A player may play one (1) age group above his/her own. Board approval must be received to play two age groups above his/her own.
- In the fall, when age groups are combined, the higher age group rules will apply.

Spring/Fall Player Age Division Breakdown:

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

TEAM FORMATION FOR BLASTBALL AND 5U & 6U TEEBALL:

- Players will be grouped by the birth date guidelines of USSSA. Depending on the number of players registered, we will attempt to make all divisions "age pure".
- Head Coaches will have his/her own child on their team.
- Head Coaches may request the child of no more than one (1) Assistant Coach.
- Siblings will be placed on same team, unless otherwise requested by the parent(s).
- Although parents may request a Coach to play for, parents may request a Coach NOT to play for as needed. That request is included in the registration on the CAB webpage.
- Parents may request to have their child play with one (1) non-sibling. Both players must request each other and you may NOT request a coach's child. Example: If Billy requests Chris, but Chris requests Sam and Sam requests Chris, then Sam and Chris will be placed on the same team.
- Once we meet the above guidelines, we will try and place the remaining players on teams where the players will attend the same elementary school, based on home address.
- We will do our best to balance rosters with players returning to CAB and players new to CAB. Team rosters will not have more than 12 players.
- Beginning in the spring of 2015, coaches may elect to protect an entire TEAM for either Blastball or Teeball.

TEAM FORMATION FOR 7U-16U:

- We will not accept complete team rosters into the recreational league.
- Although parents may not request a Coach to play for, parents may request a Coach NOT to play for as needed. That request is included in registration on the CAB webpage.
- CAB teams may not keep their entire roster intact from one season to the next.
- **Head Coaches may "Protect" no more than any six (6) total players.**
- All non-protected players must attend the recreational player skill evaluations, aka "tryouts."
- Following the recreational "tryouts", coaches will draft players to their teams. Players and parents will NOT be present at the team draft.
- Team rosters will not have more than 12 players, and coaches will keep pitch counts during games.

GUEST PLAYERS:

- Guest players may be used if a team is projected to have eight (8) or fewer players in attendance. Prior to the game where guest players will be used, the proper CAB paperwork must be completed and submitted to the league.
- Guest players may not be used if a team has nine (9) players in attendance.
- Guest players must bat at the end of the batting order.
- Guest players may only play in the outfield defensively.
- Any guest player must be playing in the "recreational" CAB league during that season (e.g., if the game in which the guest player is in the spring, then the guest player must be playing on a spring CAB team).
- Guest players must be from the same age group as their host team and can be members of a select team roster.
- The coach of the host team must have a copy of the medical release form for the guest player or parent/legal guardian of the guest player present.
- Guest players are not allowed in the end of season tournaments.

GAME SCHEDULES:

- Spring Season will be 10 Games plus the end of season tournament.

- Fall Season will be 8 Games plus the end of season tournament.
- Each team will play every team in the division one time.

EQUIPMENT:

- The party who signed out the equipment will be responsible for the replacement of any CAB-issued equipment that is abused or lost while in possession of the team.
- All batters are required to wear approved helmets as soon as they exit the dugout.
- All batters are required to use USSSA approved bats (please see www.ussa.com for up to date specifications and regulations).
- Offensive players may not remove their helmet until they have re-entered the dugout.
- Any child serving as a **"Bat Boy"** must wear a batter's helmet after exiting the dugout. A maximum of two (2) "bat boys" will be allowed in the dugout area.
- Coaches will be responsible for ensuring the dugout area is safe and only CAB approved (**background checked**) coaches will be allowed in the dugout.
- Catchers are required* to wear:
 - Helmet with facemask -- helmet must include ear flaps.
 - chest protector
 - shin guards
 - protective athletic supporter (except for females)

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

SPORTSMANSHIP:

- All players, coaches and spectators will conduct themselves properly and with respect for all others at Corinth Community Park. Coaches are expected to ensure the parents are showing sportsmanship during the games failure to control the conduct of the parents, coaches will be subject to ejection from the game by umpire and/or CAB official.
- A code of conduct form will be signed by ALL coaches before each season begins in CAB.
- All players, coaches and spectators will abide by the rules of Corinth Community Park at all times while on the premises. Again, coaches are expected to help keep games calm and show respect to members of the umpire crew.
- Profanity, assault (whether verbal or physical) or any other abuse of any person by another at any CAB-sanctioned event is strictly prohibited.
- The Corinth Police will be immediately summoned should any player, coaches or spectators become involved in a fight.
- A duly elected member of CAB Board may eject any spectator that is exhibiting disruptive behavior. An ejected spectator must leave the park immediately. In the case of a parent who is ejected, they must leave the field immediately and wait for the end of the game at their car in the parking lot.
- **The CAB Board reserves the right for the Sportsmanship Committee to review instances in which players, coaches or spectators engage in activity that is deemed as negative for the league and may require disciplinary action to include potential removal from CAB.**

"TOURNAMENT" OR "SELECT" PLAYERS PLAYING IN THE RECREATIONAL LEAGUE:

- "Tournament" and "Select" players (AA) are welcome to play in CAB recreational league, assuming they follow USSSA rules and play in the proper recreational age/skill division.
- No USSSA AAA or Majors division (or equivalent) players are permitted to participate in CAB recreational leagues or events.

EJECTIONS:

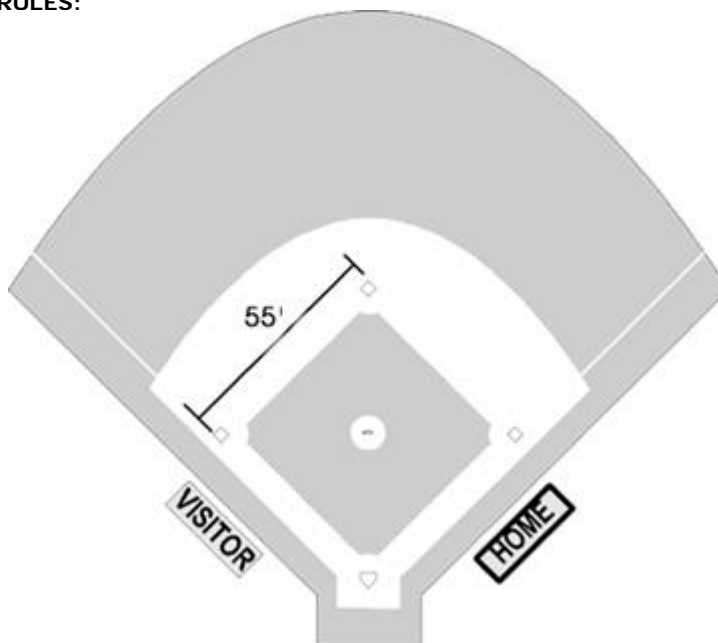
- Any player, coach or spectator ejected from a game must leave the field immediately, including the immediate vicinity of the field on which the game is being played. Any ejected party may have no impact on the game from that point forward.
- Should a coach or player be ejected from a game, this also carries an automatic one-game suspension. The determination date of the one-game suspension will be served at the discretion of CAB Sportsmanship Committee.
- Additional discipline may be applied as determined by CAB Sportsmanship Committee.
- Players may be ejected for deliberately attempting to injure another player through rough play (previously defined as malicious) or deliberately throwing equipment. These decisions will be made by the umpires at their sole discretion.

CANCELLATION OF GAMES/ INCLEMENT WEATHER POLICY:

- In its sole discretion, CAB or the City of Corinth may cancel games for the following reasons: **WEATHER / ILLNESS (MAJOR OUTBREAK) / APPROVED SCHOOL FUNCTIONS (MUST HAVE 48 HOUR NOTICE) / UMPIRE SAFETY ISSUES.**
- CAB will attempt, subject to field availability, to reschedule all games lost due to cancellation.
- Depending on when cancellations occur, there may not be enough time in the season to reschedule cancelled games.
- CAB will attempt to reschedule games, but cannot guarantee that rescheduled game times or dates will be convenient for coaches and team members.
- The "official" determination of game cancellation based on field conditions will be made in the following line of succession (based on availability) by one or two (in consultation if possible) of the City of Corinth or CAB Board Members: President, Director of Umpires, Vice President and League Commissioner. One or two of these members shall make themselves available for consultation, (by phone if not in attendance) to any duly elected Board Member to render the "official" determination regarding game cancellations.
 - Please note that if field conditions are deemed acceptable for play for the reasons noted above, while rain is falling at the time of the start or the game, the game will be started and the responsibility for determining whether field conditions are safe for play will be transferred to the game umpires.
 - Saturday games which are suspended in process due to weather will not be completed that day if the delay ends after the scheduled time has expired for those games. If the delay ends after the time allotted for the game which was suspended, the next game to start will be the game that has the start time closest to the end of the delay. Delayed games will be considered complete if the games meet the following criteria for a complete game; 1) 5U through 9/10U age groups are considered completed if 2 1/2 innings are played and the home team is ahead. 2) 11/12U through 15/16U age group are considered completed if 3 1/2 innings are played and the home team is ahead. 3) Incomplete games will be scheduled at the discretion of CAB based on available dates, times and field space. The home team's scorekeeper will be responsible for asking the Umpire for the time remaining and for noting it on the official scorebook to determine how much time is remaining, the number of outs and the runners on base should the suspended game be allowed to be completed at a later date.
- Week night games which are suspended due to weather will be suspended with the remaining time noted by the home scorekeeper and the teams will wait for up to an hour until either the umpires determine the field is safe to play. Play will only resume, provided there is not a game scheduled after the delayed game on that field. Call the City of Corinth Rain-Out Line at **(940) 498-3221**, check <http://www.cityofcorinth.com>, check the CAB Facebook page or website for updated field playability information. When inclement weather occurs prior to or after games have commenced CAB will attempt to update the Rain-Out Line and the CAB Web site as rapidly as possible. If rain is in the forecast on the day or evening of a scheduled game, please

check both forms of communication as often as possible to determine the status of your game prior to leaving for the fields.

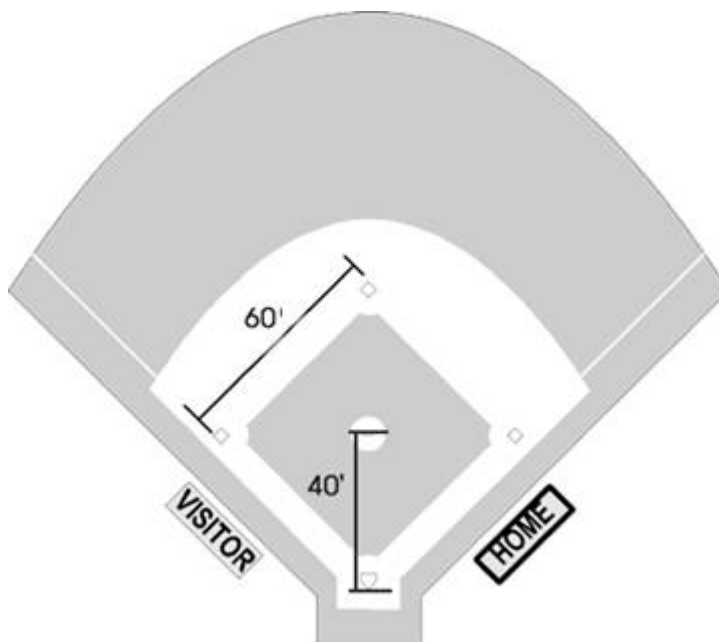
City of Corinth Rain-Out Line at (940) 498-3221

5U/6U DIVISION RULES:**Field Dimensions****5U/6U Age Group Summary**

Ages	5 or 6 years old by April 30 th of the current season
Base Path	55 Feet
Length of Game	1 hour or 4 innings, whichever comes first
Game Balls	CAB will provide two (2) new balls.
Ball Type	Rawlings TVB balls (or manufacturer's equivalent) – this is the soft ball
In Field Fly Rule	No
Mercy Rule	No
Ties Allowed	Yes
Intentional Walks Allowed	No
Base Running	No stealing or leading off. Ball must be in play to advance.
Score Kept	No (There will be no umpires as the coaches will run the games).
Equal Playtime Rules	Yes – See below for details.

Other 5U/6U Age Group Details

- Jewelry will not be allowed on players unless worn for medical identification reasons.
- All players bat each inning and coaches are encouraged to “teach” base running safety.
- Bases are not cleared after 3 outs. However, outs are recorded by the coaches and players must return to the dugout if they are called out.
- All players must play the field on defense.
 - Four (4) outfielders must be used if ten (10) or more players are present at the game.
 - If a team has less than ten (10) players present, they will play with the number they have.
- The outfield will be considered the grass portion of the outfield.
- Any ball hit must pass the grass cut out in front of home plate to be considered in play.
- On overthrows, players may proceed to the next base only at their own risk.
- No more than three (3) scheduled activities per week, e.g., if two games are scheduled for a team, that team may only have one practice.
- Each team must fill the catcher position with a player. No adult catchers will be allowed.
- Play stops when the ball crosses the base path from throw-ins from the outfield.
- The batter is out after failing to hit a fair ball after six (6) swings. It is the coach's **option** to give the batter 3 pitches prior to taking 3 swings on the tee.
- Two (2) defensive coaches are allowed to take a position in the field of play but must not interfere with play. Players with “special needs” will allow for an additional defensive coach.

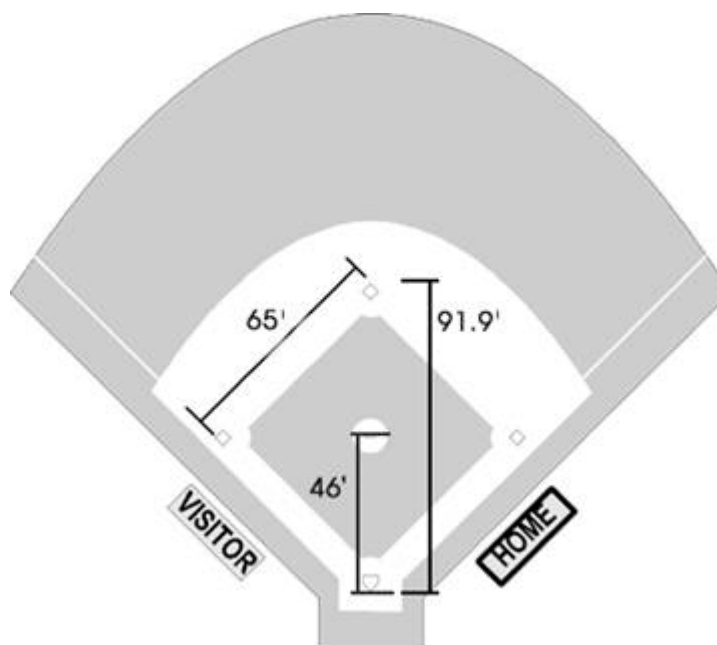
7U/8U DIVISION RULES:**Field Dimensions****7U/8U Age Group Summary**

Ages	7 or 8 years old by April 30 th of the current season
Base Path	60 Feet
Pitching	40 Feet from front of pitching rubber to back of home plate
Length of Game	1 hour & 15 minutes or 6 innings, whichever comes first
Game Balls	CAB will provide two (2) new balls.
Ball Type	Rawlings R200USSSA ball or other manufacturer's equivalent
In Field Fly Rule	No
Mercy Rule	Yes
Ties Allowed	Yes
Intentional Walks Allowed	No
Balks Called	NA
Slashing	Not Allowed
Base Running/Leading Off	No stealing or leading off. Ball must be in play to advance.
Score Kept	Yes – By Home Team
Equal Playtime Rule	Yes – See below for details.

Other 7U/8U Division Details

- Jewelry will not be allowed on players unless worn for medical identification reasons.
- All players will bat in a continuous batting order and play under the free substitution rule.
- All players must play at least two innings in the field in a game of five or more innings, and at least one inning in a game lasting four innings or less. This is not an option for the coach.
- A batter will be called out upon the third swinging strike or six pitches, whichever occurs first. However, unlimited courtesy fouls will be allowed after the 6th pitch.
- Game length is 1:15 or six (6) innings, whichever comes first.
 - No inning will be started after the time limit is reached.
 - The next inning begins as soon as the home team makes the final out in the previous inning.
- The "mercy rule" for the 7U/8U division is:
 - 11 run lead after the 4th inning.
 - 6 run lead after the 5th inning.
 - If the home team is leading by the mercy rule run amount going into the bottom half of the inning, the game is over.
 - No more than five (5) runs per inning.

- The defensive player in the pitcher position will take his position to the left or right of the coach pitcher and must keep one foot in the dirt portion of the mound until the ball is hit.
- The defensive player may not be positioned in front of or behind the coach pitcher.
- The coach pitcher:
 - Must pitch from the pitching rubber and keep one foot in contact with the rubber until the ball is thrown.
 - Can pitch from a standing position and/or a kneeling position.
- The coach pitcher may not coach the players at any time while performing his coach pitcher responsibilities, including coaching of the player at bat and coaching while play is in progress.
- The coach pitcher must leave the field of play immediately after the ball is batted. The coach pitcher must remain in foul territory on either the first base or third base side until the play is over. The coach pitcher may not be behind the plate in foul territory.
- A batted ball that:
 - Strikes the coach pitcher is a dead ball and is treated as a foul ball and a pitch for the batter.
 - Is in fair territory does not need to reach the cut out grass portion.
- A thrown ball hitting the coach pitcher anywhere on the field (whether in fair or foul territory) results in a call of interference and the batter will be out. If the batter has already been put out, another out may be awarded to the defensive team at the umpire's discretion.
- If the coach pitcher interferes with the fielding or throwing of a ball in fair or foul territory, interference will be called and the batter will be out. If the batter has already been put out, another out may be awarded to the defensive team at the umpire's discretion. Interference can and will be called. It is at the sole discretion of the umpire and is not subject to appeal.
- A pitch hitting a batter by the coach pitcher:
 - Is treated as a pitch and first base is not awarded
 - The final pitch, the batter is out.
- A batter shall be declared out after failing to hit a fair ball after six (6) pitches are delivered. However, unlimited courtesy fouls will be allowed after the 6th pitch.
- Two (2) adult coaches may be positioned in foul territory
 - One (1) coach down the left field foul line
 - One (1) coach down the right field foul line
 - Players with "special needs" will allow for an additional defensive coach.
 - May not take a position too close to the offensive coach in the coach's box as to interfere with the offensive coach in the box providing instructions to base runners
 - May provide verbal instructions to their defensive team only
- No player can sit out defensively more than two (2) innings consecutively.
- Runners advance at their own risk on overthrows.
- Play stops when the ball thrown from the outfield crosses the base path and is in control of a defensive player and the lead runner is not attempting to advance. Play stoppage is at the umpire's discretion and is not subject to appeal.
- No more than three (3) scheduled activities per week during the season; 2 prior to the start of the season.
- No more than ten (10) defensive players may play the field on defense.
 - Four (4) outfielders must be used if ten (10) or more players are present at the game.
 - The outfield will be considered the grass portion of the outfield. A force out will **NOT** be awarded to the defensive team if the ball is fielded by an outfielder who was lined up in the dirt portion of the infield prior to the batter's swing.
 - Game scores are recorded by the winning coach.

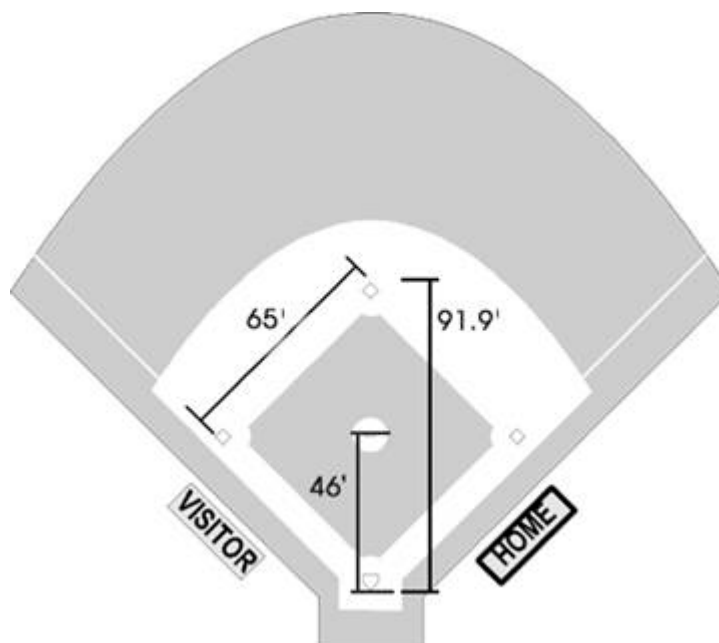
9U DIVISION RULES:**Field Dimensions****9U Age Group Summary**

Ages	9 years old by April 30 th of the current season
Base Path	65 Feet
Pitching	46 Feet from front of pitching rubber to back of home plate
Pitching Limits	45 maximum pitches per pitcher per day (pitcher can pitch in multiple games before limit is reached in single day); 2 day maximum before mandatory rest period (see details outlined below)
Home Base to 2nd	91.9 Feet from back of home plate to the center of 2nd base
Length of Game	1 hour & 30 minutes or 6 innings, whichever comes first
Game Balls	CAB will provide two (2) new balls.
Ball Type	Rawlings R200USSSA ball or other manufacturer's equivalent
In Field Fly Rule	No
Mercy Rule	Yes
Ties Allowed	Yes
Intentional Walks Allowed	Yes
Balks Called	No
Slashing	Not Allowed
Base Running/Leading Off	Tight Bases – AKA “no leading off.” Steal only after pitched ball crosses home plate.
Dropped 3rd Strike	No
Score Kept	Yes – By Home Team
Equal Playtime Rule	Yes - No player shall sit defensively two (2) consecutive innings

Other 9U Division Details

- Jewelry will not be allowed on pitchers unless worn for medical identification reasons.
- All will bat in a continuous batting order and play under the free substitution rule.
- Game length is 1:30 or six (6) innings, whichever comes first. No inning will be started after the time limit is reached. The next inning begins as soon as the home team makes the final out in the previous inning.
- Age group pitching rules:
 - 45 maximum pitches per pitcher per day (age times 5): pitcher can pitch in multiple games before limit is reached in single day (i.e. 24 pitches in game one and 21 pitches in game two).
 - Pitcher can finish current batter if maximum pitch count is reached

- Batted balls in fair play **ARE** considered a legal pitch and counted toward the allowed amount
 - Foul tips **ARE** considered a legal pitch and counted toward the allowed amount
 - Warm ups are **NOT** counted toward pitching maximum
- Pitcher cannot pitch more the two (2) days in a row
- Rest Rule
 - 48 hours between pitcher mound visits once maximum pitch count is reached in a single game
 - If max pitch count is not reached in a single game and pitcher is pulled, pitcher can ONLY pitch 50% of the maximum pitch count allowed for age group the next day. Consider 25 pitches to be 50% of maximum.
 - After two (2) consecutive fractional days of pitching, a MANDATORY forty-eight (48) hour rest period is required
- Enforcement of pitch count rule
 - 1st offense – coach is placed on probation if a coach engages in a blatant violation of the rule
 - 2nd offense – coach is suspended for one (1) game
 - Once player pitch limit has been met, umpire has the authority to pull pitcher if situation is deemed necessary for the safety of the player.
- Play Time - No player shall sit defensively two (2) consecutive innings
- The “mercy rule” for the 9U division is:
 - 11 run lead after the 4th inning;
 - 6 run lead after the 5th inning.
 - If the home team is leading by the mercy rule run amount going into the bottom half of the inning, the game is over.
 - No team shall score more than five (5) runs per inning.
- Tight bases (“no leading off”) will be played during all games.
- Base runners may leave the base they occupy once the pitch has crossed the plate.
- Running on a dropped third strike is not permitted.
- Runners may advance one base only at their own risk on any passed ball. If the catcher attempts to throw out a runner on a passed ball, the runner may not advance past the base to which he was attempting to steal.
- Game scores are recorded by the winning coach.
- CAB will now be able to track the number of innings pitched based on information calculated by the umpires. This data, along with the number of pitches thrown, will help better ensure pitchers are being carefully monitored. And, as stated in the rules, each individual coach will be responsible for keeping up with pitches thrown by pitchers on their own individual team. Coaches will be subject to disciplinary action if pitch counts are not carefully monitored and recorded to include possible suspension or termination of coaching privileges.

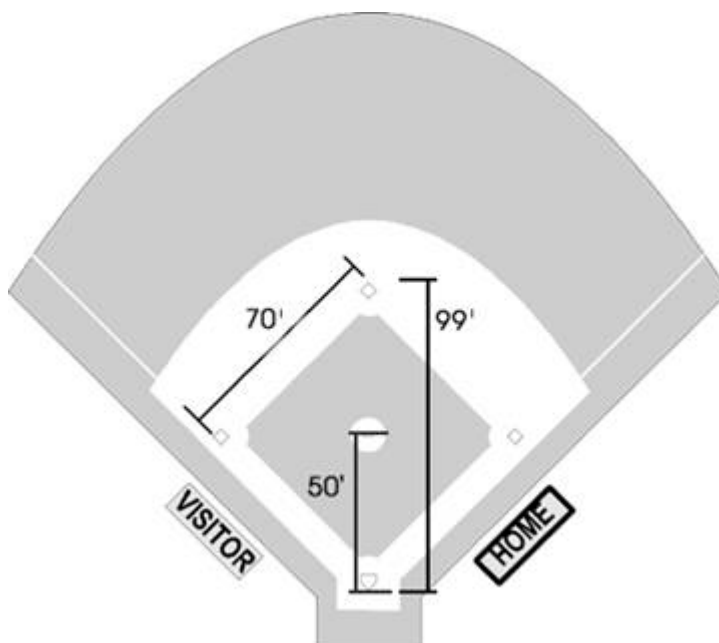
10U DIVISION RULES:**Field Dimensions****10U Age Group Summary**

Ages	10 years old by April 30 th of the current season
Base Path	65 Feet
Pitching	46 Feet from front of pitching rubber to back of home plate
Pitching Limits	50 maximum pitches per pitcher per day (pitcher can pitch in multiple games before limit is reached in single day); 2 day maximum before mandatory rest period (see details outlined below)
Home Base to 2nd	91.9 Feet from back of home plate to the center of 2nd base
Length of Game	1 hour & 30 minutes or 6 innings, whichever comes first
Game Balls	CAB will provide two (2) new balls.
Ball Type	Rawlings R200USSSA ball or other manufacturer's equivalent
In Field Fly Rule	Yes
Mercy Rule	Yes
Ties Allowed	Yes
Intentional Walks Allowed	Yes
Balks Called	Yes
Slashing	Not Allowed (one warning / next out)
Base Running/Lead Offs	Loose Bases AKA "leading off"
Dropped 3rd Strike	No
Score Kept	Yes – By Home Team
Equal Playtime Rule	Yes - No player shall sit defensively two (2) consecutive innings

Other 10U Division Details

- Jewelry will not be allowed on pitchers unless worn for medical identification reasons.
- Game length is 1:30 or six (6) innings, whichever comes first.
- No inning will be started after the time limit is reached.
- The next inning begins as soon as the home team makes the final out in the previous inning.
- Age group pitching rules:
 - 50 maximum pitches per game per pitcher (age times 5): pitcher can pitch in multiple games before limit is reached in single day (i.e. 26 pitches in game one and 24 pitches in game two).
 - Pitcher can finish current batter if maximum pitch count is reached

- Batted balls in fair play **ARE** considered a legal pitch and counted toward the maximum
 - Foul tips **ARE** considered a legal pitch and counted toward the maximum
 - Warm ups are **NOT** counted toward pitching maximum
- Pitcher cannot pitch more two (2) days in a row
- Rest Rule
 - 48 hours between pitcher mound visits once maximum pitch count is reached in a single game
 - If max pitch count not reached in a single game and pitcher is pulled, pitcher can **ONLY** pitch 50% of the maximum pitch count allowed for age group the next day.
 - If max pitch count is reached in a single game forcing the replacement of the pitcher, it is strongly advised that pitcher does not play catcher for the remainder of the game, for the same reason that we have a pitch count
 - After two (2) consecutive fractional days of pitching, a **MANDATORY** forty-eight (48) hour rest period is required
- Enforcement of pitch count rule
 - 1st offense – coach is placed on probation if a coach engages in a blatant violation of the rule
 - 2nd offense – coach is suspended for one (1) game
 - Once player pitch limit has been met, umpire has the authority to pull pitcher if situation is deemed necessary for the safety of the player.
- Play Time - No player shall sit defensively two (2) consecutive innings
- The "mercy rule" for the 10U division is:
 - 11 run lead after the 4th inning;
 - 6 run lead after the 5th inning.
 - If the home team is leading by the mercy rule run amount going into the bottom half of the inning, the game is over.
 - No team shall score more than five (5) runs per inning.
- Loose bases (leading off) will be played during all games.
- Balks will be called after a pitcher is given one warning (one warning per pitcher).
- Running on a dropped third strike is permitted pursuant to USSSA and Major League Baseball rules.
- CAB will now be able to track the number of innings pitched based on information calculated by the umpires. This data, along with the number of pitches thrown, will help better ensure pitchers are being carefully monitored. And, as stated in the rules, each individual coach will be responsible for keeping up with pitches thrown by pitchers on their own individual team. Coaches will be subject to disciplinary action if pitch counts are not carefully monitored and recorded to include possible suspension or termination of coaching privileges.

11/12U DIVISION RULES:**Field Dimensions****11/12U Age Group Summary**

Ages	11 or 12 years old by April 30 th of the current season
Base Path	70 Feet
Pitching	50 Feet from front of pitching rubber to back of home plate
Pitching Count	60 maximum pitches per pitcher per day; 2 day maximum before mandatory rest period (see details outlined below)
Home Base to 2nd	99 Feet from back of home plate to the center of 2nd base
Length of Game	1 hour & 40 minutes or 6 innings, whichever comes first
Game Balls	CAB will provide two (2) new balls.
Ball Type	Rawlings R200USSSA ball or other manufacturer's equivalent
In Field Fly Rule	Yes
Mercy Rule	Yes
Ties Allowed	Yes
Intentional Walks Allowed	Yes
Balks Called	Yes
Slashing	Not Allowed (warning on first attempt; out on second attempt)
Base Running/Lead Offs	Loose Bases AKA "leading off" is permitted
Dropped 3rd Strike	Yes
Score Kept	Yes – By Home Team
Equal Playtime Rule	Yes - No player shall sit defensively two (2) consecutive innings

Other 11/12U Division Details

- Jewelry will not be allowed on pitchers unless worn for medical identification reasons.
- Age group pitching rules:
 - 60 maximum pitches per game per pitcher (age times 5). If a doubleheader is being played, the pitcher can pitch 30 pitches one game and 30 pitches the next game.
 - Pitcher can finish current batter if maximum pitch count is reached
 - Batted balls in fair play **ARE** considered a legal pitch and counted toward the maximum
 - Foul tips **ARE** considered a legal pitch and counted toward the maximum
 - Warm ups are **NOT** counted toward pitching maximum
 - Pitcher cannot pitch more than two (2) days in a row
 - Rest Rule

- 48 hours between pitcher mound visits once maximum pitch count is reached in a single game
 - If max pitch count is not reached in a single game and pitcher is pulled, pitcher can ONLY pitch 50% of the maximum pitch count allowed for age group the next/second day.
 - If max pitch count is reached in a single game forcing the replacement of the pitcher, it is strongly advised that pitcher does not play catcher for the remainder of the game, for the same reason that we have a pitch count.
 - After two (2) consecutive fractional days of pitching, a MANDATORY forty-eight (48) hour rest period is required
- Enforcement of pitch count rule
 - 1st offense – coach is placed on probation if a coach engages in a blatant violation of the rule
 - 2nd offense – coach is suspended for one (1) game
 - Once player pitch limit has been met, umpire has the authority to pull pitcher if situation is deemed necessary for the safety of the player.
- Play Time - No player shall sit defensively two (2) consecutive innings
- The "mercy rule" for the 11U/12U division is:
 - 11 run lead after the 4th inning;
 - 6 run lead after the 5th inning.
 - If the home team is leading by the mercy rule run amount going into the bottom half of the inning, the game is over.
 - No team shall score more than five (5) runs per inning.
- All players in attendance for the game will bat in continuous batting order and play under the free substitution rule.
- USSSA and Major League Baseball rules apply.
- CAB will now be able to track the number of innings pitched based on information calculated by the umpires. This data, along with the number of pitches thrown, will help better ensure pitchers are being carefully monitored. And, as stated in the rules, each individual coach will be responsible for keeping up with pitches thrown by pitchers on their own individual team. Coaches will be subject to disciplinary action if pitch counts are not carefully monitored and recorded to include possible suspension or termination of coaching privileges.

13/14U DIVISION RULES:**13/14U Age Group Summary**

Ages	13 or 14 years old by April 30 th of the current season
Base Path	80 Feet
Pitching	54 Feet from front of pitching rubber to back of home plate
Pitching Count	70 maximum pitches per pitcher per day; 2 day maximum before mandatory rest period (see details outlined below)
Home Base to 2nd	113.1 Feet from back of home plate to the center of 2nd base
Length of Game	1 hour & 45 minutes or 7 innings, whichever comes first
Game Balls	CAB will provide two (2) new balls.
Ball Type	Rawlings R200USSSA ball or other manufacturer's equivalent
In Field Fly Rule	Yes
Mercy Rule	Yes
Ties Allowed	Yes
Intentional Walks Allowed	Yes
Balks Called	Yes
Slashing	Yes
Base Running/Lead Offs	Loose Bases AKA "leading off" is permitted
Dropped 3rd Strike	Yes
Score Kept	Yes – By Home Team
Equal Playtime Rule	Yes - No player shall sit defensively two (2) consecutive innings

Other 13/14U Division Details

- Jewelry will not be allowed on pitchers unless worn for medical identification reasons.
- Age group pitching rules:
 - 70 maximum pitches per game per pitcher (age times 5). If a doubleheader is being played, the pitcher can pitch 35 pitches one game and 35 pitches during the next game.
 - Pitcher can finish current batter if maximum pitch count is reached
 - Batted balls in fair play **ARE** considered a legal pitch and counted toward the maximum
 - Foul tips **ARE** considered a legal pitch and counted toward the maximum
 - Warm ups are **NOT** counted toward pitching maximum
 - Pitcher cannot pitch more than two (2) days in a row
 - Rest Rule
 - 48 hours between pitcher mound visits once maximum pitch count is reached in a single game
 - If max pitch count not reached in a single game and pitcher is pulled, pitcher can ONLY pitch 50% of the maximum pitch count allowed for age group the next day.
 - If max pitch count is reached in a single game forcing the replacement of the pitcher, it is strongly advised that pitcher does not play catcher for the remainder of the game, for the same reason that we have a pitch count
 - After two (2) consecutive fractional days of pitching a MANDATORY forty-eight (48) hour rest period
 - Enforcement of pitch count rule
 - 1st offense – coach is placed on probation if a coach engages in a blatant violation of the rule
 - 2nd offense – coach is suspended for one (1) game
 - Once player pitch limit has been met, umpire has the authority to pull pitcher if situation is deemed necessary for the safety of the player.
- Play Time - No player shall sit defensively two (2) consecutive innings
- The "mercy rule" for the 13U/14U division is:
 - 15 run lead after the 3rd inning;
 - 10 run lead after the 4th inning;
 - 8 run lead after the 5th inning.
 - If the home team is leading by the mercy rule run amount going into the bottom half of the inning, the game is over.
- All players in attendance for the game will bat in continuous batting order and play under the free substitution rule.

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

Approved by CAB Board on 07/29/15