

2017 CDAA 10U Baseball

Rules & Regulations

1. Rules

- 1.1. High School Baseball Rules as published by the National Federation of High School Associations will govern play in all leagues and divisions except as noted here.
- 1.2. Players may not participate in practice or games until they have complete registration. At the first practice, all players and guardians must sign the appropriate code of conduct form that is collected by the coach and maintained by the director.

2. Playing Time (Based on a regulation length game)

- 2.1. There will be a continuous batting order in all divisions. No player will sit on the bench one inning more than any other player. Exception: Sitting for disciplinary reasons (2.2). No player may sit a second inning until each player has sat one inning.
- 2.2. Before a game, the opposing coach must be notified of any player having limited playing time for disciplinary reasons.
- 2.3. No player may play the same position for more than 3 innings in consecutive games with the exception of Pitcher (12.1).
- 2.4. All players must play at least 2 innings at an infield position per game (Pitcher, C, 1B, 2B, SS, 3B) within the first 4 innings.
- 2.5. All Players must play at least 2 innings, at a combination of these positions, per game (LF, CF, RF).
- 2.6. Each coach is to review their team policy and expectations for missing practices and games at their initial team meeting.

3. Game Length

- 3.1. Regulation length is 6 innings.
- 3.2. Games are official after 4 complete innings or 3 1/2 innings if home team is ahead.
- 3.3. No new inning will start after 1 hour 45 minutes from the time the game starts. Umpire's time is official.
- 3.4. If the game is tied, extra innings are played until either a winner is determined or game is called for time, darkness or any other reason. The game will be called a tie.
- 3.5. If an inning is started and not completed due to weather, darkness, etc., the score will revert to that of the last full inning.
- 3.6. In event of an incomplete game, the entire game will be replayed unless the league coordinator determines otherwise.

4. Game Cancellations

- 4.1. In case of inclement weather, the CDAA Director may determine that all games for that evening will be canceled. In this case, the director will notify all players via email blast to all registered participants.
- 4.2. If there is NO directive from the CDAA Director, teams are to report to the field at which time the head umpire and head coaches will determine if the game is to be played or called off.
- 4.3. All games must be made up, if at all possible. Make-up games will be scheduled with the league coordinator.

5. Run Rules

- 5.1. There will be a 5 run limit per inning.
- 5.2. The game will end if the home team is ahead by 10 or more runs (anytime while they are batting) after 4 1/2 innings or the visiting team is ahead by 10 runs or more (before they bat) after 5 innings.

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6. Field Layout

- 6.1. Bases – 60 or 65 ft. – if bases are staked at 65 ft. leave them, otherwise 60 ft.
- 6.2. Pitching Mound – 42 ft. (through the mid-season tournament), Second half of the season the pitching mound will move to 46 ft. in preparation to the end of season tournament and Rec State Tournament (which will have 46 ft. pitching mound)
- 6.3. Player Pitch entire year

7. Uniforms/Equipment

- 7.1. Players must wear the complete CDAA issued uniform.
- 7.2. Only molded rubber cleats are allowed—no metal cleats.
- 7.3. All male players must wear an athletic cup and female players a pelvic protector during games.
- 7.4. All batters, players on-deck, and base runners must wear batting helmets.
- 7.5. There are no bat size restrictions.

8. Pre-game Warm-up

- 8.1. The home team has infield practice starting 25 minutes prior to game time for 10 minutes.
- 8.2. The visiting team has infield practice starting 15 minutes prior to game time for 10 minutes.
- 8.3. The home team bench is considered to be along the 3rd base line; Visitors 1st base line bench.
- 8.4. For safety reasons no batting or pitching practice allowed on the infield or in a location that interferes with pre-game warm-ups of the other team.
- 8.5. The defensive team has 2 minutes for the pitcher to throw up to 6 warm-up pitches between innings.
- 8.6. The home team is to supply one new baseball to umpire for all regular season games and the visiting team will supply a good quality back up ball.

9. Game Play

- 9.1. Coaches, players or spectators are not allowed directly behind backstop during games.
- 9.2. On a dropped third strike the batter is out.
- 9.3. The fielder always has the right of way when fielding a batted or thrown ball, whether or not he is in the base path. When not fielding a batted or thrown ball, a fielder must not stand in the base path.
- 9.4. After a 15-minute grace period, game shall be forfeited by the offending team (scored as 6 to 0) by the umpire when a team is unable to provide at least 8 players to start a game or cannot provide 8 players to finish the game. If both teams are unable to field a team, it will be declared a double forfeit (6-6). If a team plays with eight players, a catcher must be one of them.
- 9.5. An inning will consist of 3 outs or 5 runs, whichever comes first.

10. Strike Zone

- 10.1. The strike zone shall be from the top of the shoulders to the bottom of the knee, and one ball width either side of home plate (“big strike zone”), as called by the umpire.
- 10.2. No arguing balls and strikes by coaches, players or spectators. A warning will be issued followed by an ejection by the umpire.

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11. Batting

- 11.1. Continuous batting order—all players bat. The place in the order that the last out was made will lead off the next game (number 5 hitter makes final out, number 6 hitter leads off next game). The batting order may only be changed once during the year which is during the mid-season tournament. After the mid-season tournament, the batting order will remain consistent for the entire season. If a player shows up late for a game, that player must be placed at the end of the batting order.
- 11.2. If a player is injured during a game and cannot take their turn at bat, that player will be taken off the batting rotation and will have to sit remainder of the game with no penalty.
- 11.3. There will be no penalty for stepping out of the batter's box between pitches. The batter shall not leave his position in the batter's box after the pitcher comes to the set position or starts his windup (the pitch counts if the batter leaves after this time).
- 11.4. No bunting will be allowed.

12. Pitching

- 12.1. A player may pitch in a maximum of 2 innings per game. Those two innings may or may not be consecutive innings.
- 12.2. One pitch is considered an inning pitched.
- 12.3. If a pitcher hits 2 batters in one game, he must be removed and can no longer pitch in that game.
- 12.4. Curve Balls are not allowed (determined by the umpire) – 1st offense - dead ball and pitch is called a ball. 2nd offense - dead ball and pitch is called a ball and pitcher is not allowed to pitch remainder of game.
- 12.5. Intentional base on balls must be pitched to batter.
- 12.6. Balks - In the 10-year-old division no balks can be called, but a fake pitch will be considered a balk resulting in a dead ball and all runners advancing one base..

13. Visit to the mound

- 13.1. A 3rd trip by a coach to the same pitcher in the same inning will cause that pitchers automatic removal from the pitching position only, may play other positions during game. A visit is when any coach crosses the baseline or stops play to give the pitcher direction.
- 13.2. The coach is prohibited from making a third visit to the mound while the same batter is at bat.

14. Base Running

- 14.1. The runner can lead off after the ball crosses the plate. Stealing (including advancing on wild pitches and passed balls) will be phased in during the year.
- 14.2. Games Prior to June 5th (before mid-season tournament):
 - No stealing, may lead off after the ball crosses the plate.
 - Runners shall NOT advance on an overthrow by infielder or outfielder.
 - Runners shall NOT advance on overthrows from the catcher to the pitcher or base.
 - Coaches are encouraged to coach runners to hustle back to the base after a lead-off.
 - No stealing home (runners need to be walked or batted in to score).
- 14.3. Games on or after June 5th (after mid-season tournament):
 - May lead off after the ball crosses the plate.
 - Stealing is allowed after the pitch crosses the plate to 2nd and 3rd base only. No stealing home (runners need to be walked or batted in to score).
 - Runners can advance on overthrows from the catcher to the pitcher or base, even on an attempted steal.
 - Delayed stealing is NOT allowed.

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- Runners may advance on an overthrow from a batted ball.
 - If player is running to 3rd and defensive player tries to make a play and overthrows 3rd baseman, runner is allowed to advance at their own risk.
 - If player is on 3rd and a pickoff play is attempted and an overthrow is made, they may advance home.
- 14.4. Courtesy runners may not be used except in the event of an injury to a base runner. Injured player must be able to run their own bases next time at bat or taken out of the lineup for the remainder of the game with no penalty. The courtesy runner for injured player will be the last out that was made.

15. Slide Rule

- 15.1. The base runner must slide or attempt to avoid body contact at all times, especially *when a tag is being attempted or on a force play* to avoid collisions and possible injuries.
- 15.2. Violation results in the player being called out; the ball is dead.
- 15.3. A fielder may not block a base or home plate without the ball. If he does, the runner is safe (unless the ball is in flight).
- 15.4. If the defensive player is in the base path *without* the ball and the runner goes out of the base line to avoid contact he will *not* be called out.
- 15.5. Any runner is out when sliding headfirst while advancing a base. Does not apply when returning to a base from a rundown or pick off situation.

16. Overthrows that go out of play

- 16.1. When ball is fielded in the infield and the initial throw results in the ball going out of play, runner is allowed two bases from the start of the play (time of the pitch).
- 16.2. When ball is fielded in the outfield or on any subsequent throws during a play, runner is allowed two bases (the base the player is approaching – even if one step short, plus one more) from the time the ball leaves the fielders hand which causes the ball to go out of play (time of throw).
- 16.3. If the runner is required to retouch a base, as in the case of a caught fly ball, the award shall be the base that the runner was required to retouch and one additional base.

17. Infield Fly Rule

- 17.1. No infield fly rule.

18. Sportsmanship

- 18.1. A player will be automatically ejected from the game for flagrantly throwing his bat or helmet, or for displaying poor sportsmanship. No Warning. Umpire's discretion.
- 18.2. Coaches, players, or fans are not to direct any verbal abuse, profanity, or other form of ridicule at an umpire or another player. A coach or player doing so will be warned. If it is repeated, the umpire may elect to eject the offending coach, player or fan or declare the game a forfeit to non-offending team.
- 18.3. Coaches are responsible for having their team and fans clean up the dugout area after the game.

19. Umpires

- 19.1. All umpire's decisions are final. No protests on judgment calls will be allowed during game.
- 19.2. Balls and strikes are not subject to review; the umpire's call is final.
- 19.3. Any possible rule violations shall be directed in a professional manner to the umpire at the game.
- 19.4. The coach must show in writing, via the High School Rule Book or CDAA Baseball Association Rules before the next play begins. Umpire will then review the rules and determine if a rule has been

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violated.

20. Scorebook

- 20.1. Home team is responsible to maintain the official scorebook.
- 20.2. All players on the roster who are playing must be listed in the scorebook.
- 20.3. Home team coach is responsible to e-mail or call in the final score of the game within 24 hours of the game to the league coordinator. Please include Date, Location, Teams and Score.

21. Standings

- 21.1. Division standings will be based on points accumulated:
 - 21.1.1.1. 2 points for each win
 - 21.1.1.2. 1 point for each tie
 - 21.1.1.3. 0 points for a loss
- 21.2. Tie breakers will be decided by:
 - 21.2.1.1. Head-to-head win / loss record (two teams only)
 - 21.2.1.2. Head-to-head net runs (scored-allowed) - two teams only
 - 21.2.1.3. Net runs for season (scored-allowed)
 - 21.2.1.4. Runs allowed for season
 - 21.2.1.5. Coin toss