



Concord-Carlisle

Baseball

Rules and Regulations

ORGANIZATION AND PURPOSE

Concord-Carlisle Youth Softball and Baseball Leagues (Leagues or League) are operational divisions of the Concord-Carlisle Youth Baseball, Inc., an affiliate of Babe Ruth Baseball, New England region, Eastern Massachusetts area. The purpose of these leagues is to encourage the girls and boys of Concord and Carlisle to participate in, learn and enjoy the game of softball/baseball. The league offers a program of instruction and competition from April through June for players ages 5 and in kindergarten through 15. Summer teams compete during the summer in leagues and tournaments.

TEAM MANAGER/COACH PRIVILEGES AND RESPONSIBILITIES

As a Team Manager/Coach (coach) you must follow all the rules and regulations of Babe Ruth Baseball and the Leagues while embracing the spirit of the game as expressed in the Code of Conduct. If you cannot follow these guidelines, you may forfeit the privilege of coaching. The basic philosophy of our league is ATHLETES FIRST - WINNING SECOND. This means that every decision you make as a coach should be, first, in the best interests of the players and, second, in the desire to win. Helping young people develop physically, psychologically and socially is, and should be, more important than beating the other team. As a coach you should instill in your players a desire to do their best, to pursue excellence, to respect their opponents in all aspects of the game, to play fairly and to try to win. If these objectives are met your players and you, the coach, have been successful - regardless of the outcome of the game!

CODE OF CONDUCT

As a Team Manager/Coach (coach) in the league you must act in accordance with the TEAM MANAGER/COACH PRIVILEGES AND RESPONSIBILITIES defined above. In addition you should conduct yourself with the following things in mind:

- You are in an influential position: How you teach is equally as important as what you teach.
- Be a good role model: Present a model of behavior that you want your team members to copy. Set positive examples at games and at practices. You expect your players to copy you when you show them baseball/softball skills; they will copy you in your other behavior as well.
- Everyone is important: Treat each player as an important human being. Each player has a different personality and will progress at a different speed. You must be sensitive to each player's needs and skills.
- Have fun: Softball/baseball is fun. Organize your practices and games so that each player participates as much as possible. Think of ways to keep each player's interest. As a coach you should be having fun, otherwise, why are you coaching? Do not pressure your players to win and focus on mistakes. Each mistake is a chance to teach something.

Include players in the process: Ask players what positions they want to play. Explain why you are doing certain things. Ask them what they think they need to practice. After a game, pick their brains before you go home: they will constantly surprise you.

- Be patient: Softball and baseball skills require high levels of timing, coordination and thinking. These skills can only be acquired through repeated practice. Encourage players to practice when they are not at practice: throw a tennis ball against the garage door or onto the roof and field it, for example, can be done at home alone.
- Any team manager, coach, player or spectator ejected from a game shall face disciplinary action by the Baseball Commissioner with the minimum penalty for the first ejection being suspension from the next game in addition to the ejection from the subject game. A second ejection will result in the suspension of any manager, coach, player or spectator for the remainder of the season.



TEAM MANAGER JOB DESCRIPTION

As a Team Manager/Coach (coach) there are more things to do than just coach softball or baseball. Your activities before, during and after the season are vital to the success of the program, both in this season and in seasons to come. The following is an outline of the key activities in your position.

- review and understand the Code of Conduct
- attend coach's clinic (if offered)
- participate in the player placement of teams
- notify your players of their team as soon as possible
- review and understand the rules for your level of play
- obtain and read the rules of Baseball (rulebooks will be distributed)
- communicate league philosophy rules to all players and parents
- get equipment and understand your obligation to maintain it in good condition
- organize and run practices, recognizing rules about use of fields
- distribute schedules, phone chains, Picture Day schedules and picture information
- positive instruction of players during games (every time the team is together is a chance to teach something)
- make up postponed games promptly
- report results of games (if required) to Division Director, or delegate, as soon as required by your division
- bring umpire equipment to game if required by your division, if on schedule
- bring one new baseball/softball to each game
- collect and return complete set of clean uniforms (Babe Ruth League only)
- return complete set of equipment at the designated time as set by the equipment manager
- return umpire equipment bag if required by your division, if you finish season with it
- evaluate players and submit ratings to Division Director (this job could happen before the end of the season to facilitate selection of summer teams)
- submit award nominations as required by your division
- home team manager is required to bring ice to each game for the purpose of injuries.



GENERAL RULES

Each level of play in the program has its own specific rules geared to the level of skills in that level of play. The following rules are general rules that apply throughout the program.

Equal Time: All players on your team should receive equal playing time. There are several ways to ensure equal playing time: one method is outlined at the back of this manual. EACH PLAYER MUST PLAY AT LEAST FOUR (4) INNINGS IN THE FIELD IN A SIX (6) INNING GAME. Individual divisions may have more specific rules.

Fundamental Rule: The players are youngsters who are learning the game and are trying their best.

Cheering should obviously be reserved only for positive actions like hits, good plays and good efforts by players on both teams. Yelling instructions, either by fans or by coaches, while a play is in progress should not be done: players will become confused, will begin to rely on being told what to do at all stages of the game and will not learn how to play the game properly.

Game Preliminaries: Any changes from the original starting time and date must be agreed upon by both managers/coaches, Division Director and umpire in chief. The Umpire will start the game on time. The home team will take infield for ten (10) minutes, thirty minutes prior to the scheduled start time. The visiting team will take infield for ten (10) minutes, twenty minutes prior to the scheduled start time. The final ten minutes will be used by the umpire to go over the ground rules with both managers and to check field conditions. The field is to be shared equally prior to this time.

Different Positions: Players should be played in all positions and not be put in the same position, or type of position, each game. Of course, if a player has not developed their skills to be able to play certain positions, they should not play them, e.g., a player who can't catch yet should not play first base.

Protective Gear: Helmets must be worn at bat, on deck, on the bases and when coaching the bases. Full catcher gear must be worn behind the plate.

Sliding: Runners must slide into bases on close plays. Any player sliding head first shall be called out, exception when diving back to a base. A runner shall be called out when he does not slide or attempt to get around a fielder, at any base, when the fielder has the ball and is waiting to make a tag, or the throw is on it's way (umpire's judgment controls) and the fielder is about to catch the ball for the purpose of making the tag. In any case, contact must be made for this rule to apply.

Throwing the Bat: No Player shall throw the bat (intentionally or unintentionally) upon hitting the ball. The first offense in a game is a warning, upon the second offense in a game the batter/runner is out and no runners advance.

Benches: The home team takes the first base side bench. Only players and coaches are allowed on or near the bench. Players not on deck, in the hole or in the game must be seated on the



bench watching the game and learning from their peers and coaches. All equipment must be behind the line, real or imaginary line, drawn from the end of the backstop to the fence in front of the bench.

Out of Play: Each field has its own out of bounds rules which should be discussed before each game. On a ball thrown out of play, the award will be two bases from either the pitch or the throw. A pitched ball that gets lodged into or passes through the backstop will award 1 base for runners, provided the play is eligible for stolen bases. A thrown (non-pitched) ball that gets lodged into or passes through the backstop will award all runners the base they were approaching at the point of exit.

Injury Avoidance: Coaches must instruct players in the safest way to avoid being hit by a pitched ball, in being aware that the player to whom they are throwing the ball is expecting it and when and where to swing a bat when not at the plate.

Postponements: In case of rain, the home team manager is responsible for postponement of the game. The home team manager must notify the opposing manager and the umpire in chief no later than one hour and fifteen minutes prior to the scheduled start. The umpire in chief, Division Director or Field Coordinator may, at any time, overrule managers and postpone games for the safety of the players involved.

Once the game begins, the umpire has complete jurisdiction concerning delays and postponements.

Pitching: Pitching rules at each division are in place for the safety of the players; therefore, violations of these rules will result in forfeiture of the game in question and suspension of the Team Manager/Coaches who are responsible for the violation. The minimum penalty for the first violation is suspension from the next game. A second violation will result in the suspension of any manager or coach for the remainder of the season.

Umpires: The umpires must be treated with respect by players, coaches and fans, including parents.

The umpires are in complete charge of the game. Any arguing, baiting or taunting of umpires by any manager, coach, player or spectator will not be tolerated. Any manager, coach, player or spectator ejected from a game shall face disciplinary action by the Baseball Commissioner with the minimum penalty for the first ejection being suspension from the next game in addition to the ejection from the subject game. A second ejection will result in the suspension of any manager, coach, player or spectator for the remainder of the season. Do not argue judgment calls.

The coaching staff is responsible for the behavior of the parents of their team and their fans.

Umpires are not responsible for the violation of any special league rules such as pitching or playing time. If you believe the opposing team has violated any of these rules, you must protest the game following the normal protest procedures. Under no circumstances will the umpire remove (except for ejection) or insert a player in the game.

Team managers, coaches, players and parents are not allowed to stand behind the backstop. Please help the umpires and inform your players and parents of this rule.



If you have a complaint about an umpire, you should address it to your Division Director after the game.

Protests: Protests are only allowed on rule interpretations or violations. You may not protest any judgment call by an umpire, i.e., Balls, Strikes, Safe, Out... Rule Protests must be made before the next pitch is thrown. The umpire shall sign both score books noting the inning, batter, number of outs and the count on the batter at the time of protest. All Rule protests must be given to the Division Director in writing within twenty fours (24) of the protest for resolution. Protests for Roster/Pitching violations must made within 7 days of the game played, but at least 12 hours before any playoff game involving the affected teams is scheduled.

Appeals: An appeal is made by a defensive coach or player against a runner infraction. It is sometimes "confused" with the term "protest". Typical appeals are missing a base and failing to retouch a base after a caught ball (includes leaving early on tag-up). The Defense can make a specific appeal against any runner any time before the next pitch or attempted play by an infielder. The ball must be "in-play" to make the appeal and remains live during the play. The appeal is completed by the defense by touching the infracting runner or returning the ball to the "missed" base. Regardless, the defense must accurately state the infraction, "e.g., #25 missed second base". The umpire will signal SAFE or OUT on the appeal and adjust scored runs as required.

Batting: CCYB does NOT use the substitution method for setting batting lineups. Instead, all rostered players present will be assigned a lineup spot. Late-comers will be added to the end of the lineup when they arrive. Batters must bat in their designated spot. Failure to do so may result in "Out-Of-Order" penalties. At no time may a coach change the order except when a player leaves due to injury or illness. In this case, the entire lower order moves up to fill the vacancy. An exception will be granted for a non-injury/ non-illness early departure provided the individual(s) are identified prior to the start of the game. An exception will also be granted for a player ejected by the umpire. These exceptions will be treated like an injury/illness and the player must leave the field prior to their batting turn. Otherwise, the batter that fails to report will be recorded as an OUT as their turn arrives. As with standard baseball practices, the defensive coach should monitor the opposing team's batting order. Resolution/Penalties for batting Out-of-Order will be imposed according to the rulebook section 6.07 and in general as follows.

- a. If the "Improper" batter is identified prior to completing the at-bat, the "Proper" batter may assume the at-bat with the current count,
- b. If the "Improper" batter completes the at-bat by becoming a runner or by being put out, the defense may appeal the "Improper" batter prior to the next pitch or any play/attempted play following the play that the "Improper" batter completes the at-bat.
- c. On appeal, the "Proper" batter is called out, the "Improper" batter and all actions associated with the at-bat are removed. The next batter is the player following the "Proper" batter.
- d. If the defense fails to appeal the "Improper" batter before the next pitch or next play/attempted play, the "Improper" batter becomes the "Proper" batter and the next batter is the player following the NEW "Proper" batter.



NOTE: CCYB prohibits the act of changing lineups as an offensive tactic. Coaches that intentionally violate that philosophy may be subject to disciplinary action by the Board of Directors.

Rookie Division (Grade K) - Rules of Play

1. Players will be boys and girls from Concord and Carlisle who are in kindergarten for the current year and at least 5 years old.
2. Teams are assigned by schools. After player placement, the Division Director and Baseball Commissioner will place late registrants, as they deem appropriate. This may include assigning late registrants to new teams that have multiple schools and/or towns represented on the team. Please note, team managers do NOT assign players after player placement.
3. The score is not kept for T-Ball games.
4. All players must wear helmets when on deck, batting or base running.
5. Players must hit from the Tee for first half of season and transition to hitting from the SOFT TOSS position after the season mid point. The Soft toss will be conducted by the coaches.
6. A mandatory practice format will be utilized by the coaches.
7. The season will follow the following format:

Week One: Practice Week, Two Scheduled Practices (1.5 hrs), Clinic Style Practice Session conducted in conjunction with another team per the schedule. Utilize a hitting station, a grounder fielding station, a fly fielding station and a throwing station.

Week Two: Two Games, with a 30 to 45 minute Pre Game Practice Clinic conducted before the T Ball Games, 1 hour game limit. Do not count innings.

Week Three: Two Games, with a 30 to 45 minute Pre Game Practice Clinic conducted before the T Ball Games, 1 hour game limit. Do not count innings.

Week Four: Two Games, with a 30 to 45 minute Pre Game Practice Clinic conducted before the T Ball Games, 1 hour game limit. Do not count innings.

Week Five: Two Games, with a 30 to 45 minute Pre Game Practice Clinic conducted before the Soft Toss Games, 1 hour game limit. Do not count innings.

Week Six: Two Games, with a 30 to 45 minute Pre Game Practice Clinic conducted before the Soft Toss Games, 1 hour game limit. Do not count innings.

Week Seven: Two Games, with a 30 to 45 minute Pre Game Practice Clinic conducted before the Soft Toss Games, 1 hour game limit. Do not count innings.

8. Each team bats through the batting order each inning.
9. Players should play a different defensive position each inning and, over the course of the season, players shall be given equal time of playing in the infield and the outfield.



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10. When a runner/ batter runner is obviously out, the player will be called out and not occupy a base. Outs are part of the game.
11. There is no advancement by any runner on overthrows.
12. **Outfield Clinic Option – The defensive team may provide a defensive infield and the remaining players may work with a coach in the outfield area, focused on fielding, hitting or throwing during the defensive part of the inning. The offensive team must remain on the bench during and keep the game moving during the offensive portion of the inning.**
13. It is important to keep the game moving. Therefore:
 - No juice breaks, picnics or food until the game is over (water bottles on the bench is OK)
 - Be prepared to start the game on time.
 - Do not start an inning more than 1 ½ hours after the scheduled start of the game.
 - The defensive team is allowed to have one coach in fair territory to aid the players in being in the proper position.
 - When the team is at bat, 1 coach should assist the batter, 1 coach at 1st base, 1 coach at 3rd base and a helper on the bench.
14. In case of a rainout, the home team coach shall inform the visiting team's coach at least 1 hour prior to the time of the scheduled game.
15. In the case of a rained out game, it is the responsibility of the home team coach to secure a playing field (call the appropriate town field coordinator) and reschedule with the visiting team's coach
16. Please pick up the field and bench area of debris following the game.
17. Any questions call you Division Director.



Farm Division (Grade 1) - Rules of Play

1. Players will be boys and girls from Concord and Carlisle who are in first (1st) grade for the current year.
2. Teams are assigned by schools. After player placement, the Division Director and Baseball Commissioner will place late registrants, as they deem appropriate. This may include assigning late registrants to new teams that have multiple schools and/or towns represented on the team. Please note, team managers do NOT assign players after player placement.
3. The score is not kept for Farm Division games.
4. All players must wear helmets when on deck, batting or base running.
5. **Players must hit from the Soft Toss Position for first half of season and transition to a Coach Pitched Game after the season mid point.** Coaches shall catch as well.
6. **A mandatory practice format will be utilized by the coaches.**
7. **The season will follow the following format:**

Week One: Practice Week, Two Scheduled Practices (1.5 hrs), Clinic Style Practice Session conducted in conjunction with another team per the schedule for the first hour. Utilize a hitting station, a grounder fielding station, a fly fielding station and a throwing station. Conduct 30 minute Soft Toss scrimmage after Practice.

Week Two: Two Games, with a 30 minute Pre Game Practice Clinic conducted before the Soft Toss Games, 1.5 hour game limit (max). Do not count innings.

Week Three: Two Games, with a 30 minute Pre Game Clinic conducted before the Soft Toss Pitched Games, 1.5 hour game limit (max). Do not count innings.

Week Four: Two Games, with a 30 minute Pre Game Clinic conducted before the Soft Toss Pitched Games, 1.5 hour game limit (max). Do not count innings.

Week Five: Two Games, with a 30 minute Pre Game Clinic conducted before the Coach Pitched Games, 1.5 hour game limit (max). Do not count innings.

Week Six: Two Games, with a 30 minute Pre Game Clinic conducted before the Coach Pitched Games, 1.5 hour game limit (max). Do not count innings.

Week Seven: Two Games, with a 30 minute Pre Game Clinic conducted before the Coach Pitched Games, 1.5 hour game limit (max). Do not count innings.

8. Each team bats through the batting order each inning. If a player is unable to hit the ball after 8-10 pitches (or tosses), then place the player on 1st base. Coach should give player extra assistance in hitting during practice.
 9. Players should play a different defensive position each inning and, over the course of the season, players shall be given equal time of playing in the infield and the outfield.
 10. When a runner/ batter runner is obviously out, the player will be called out and not occupy a base. Outs are part of the game.
1. There is no advancement by any runner on overthrows.
 2. **Outfield Clinic Option – The defensive team may provide a defensive infield and the remaining players may work with a coach in the outfield area, focused on fielding, hitting**



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or throwing during the defensive part of the inning. The offensive team must remain on the bench during and keep the game moving during the offensive portion of the inning.

13. It is important to keep the game moving. Therefore:
 - Coaches will soft toss and pitch; you need to get the ball over the plate waist high. Kids have a difficult time hitting pitches over their heads
 - No juice breaks, picnics or food until the game is over (water bottles on the bench is OK)
 - Be prepared to start the game on time.
 - Do not start an inning more than 1 ½ hours after the scheduled start of the game.
 - The defensive team is allowed to have one coach in fair territory to aid the players in being in the proper position.
 - When the team is at bat, 1 coach pitches, 1 coach catches, 1 coach at 1st base, 1 coach at 3rd base and a helper on the bench.
14. In case of a rainout, the home team coach shall inform the visiting team's coach at least 1 hour prior to the time of the scheduled game.
15. In the case of a rained out game, it is the responsibility of the home team coach to secure a playing field (call the appropriate town field coordinator) and reschedule with the visiting team's coach
16. Please pick up the field and bench area of debris following the game.
17. Any questions call you Division Director.

A Division (Grade 2) - Rules of Play

1. Players will be boys and girls from Concord and Carlisle who are in second (2nd) grade or eight (8) years old and in third (3rd) grade for the current year.
2. Teams are assigned by schools. After player placement, the Division Director and Baseball Commissioner will place late registrants, as they deem appropriate. This may include assigning late registrants to new teams that have multiple schools and/or towns represented on the team. Please note, team managers do NOT assign players after player placement.
3. The score is not kept for A Division games.
4. All players must wear helmets when on deck, batting or base runners.
5. A team's at bat is completed when three (3) outs are made or the team has batted through the order. If a player is unable to hit the ball after 7-8 swings, then place the player on 1st base. Coach should give player extra assistance in hitting during practice.
6. Players must hit from the Coach Pitched Position for first half of season and transition to a Player Pitched Game after the season mid point. Coaches will play the catcher position the entire season.
7. A mandatory practice format will be utilized by the coaches.
8. The season will follow the following format:

Week One: Practice Week, Two Scheduled Practices (1.5 hrs total), Clinic Style Practice conducted in conjunction with another team per the schedule, 1.0 hour. Conduct 30 minute Soft Toss scrimmage after Practice.

Week Two: Two Games, with a 30 minute Pre Game Clinic conducted before the Coach Pitched Games, 1.5 hour game limit (max). Do not count innings.



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Week Three: Two Games, with a 30 minute Pre Game Clinic conducted before the Coach Pitched Games, 1.5 hour game limit (max). Do not count innings.

Week Four: Two Games, with a 30 minute Pre Game Clinic conducted before the Coach Pitched Games, 1.5 hour game limit (max). Do not count innings.

Week Five: Two Games, with a 30 minute Pre Game Clinic conducted before the Player Pitched Games, 1.5 hour game limit (max). Do not count innings.

Week Six: Two Games, with a 30 minute Pre Game Clinic conducted before the Player Pitched Games, 1.5 hour game limit (max). Do not count innings.

Week Seven: Two Games, with a 30 minute Pre Game Clinic conducted before the Player Pitched Games, 1.5 hour game limit (max). Do not count innings.

9. Games are a minimum of 4 innings (maximum of 6 innings) or time limit.
10. Players should play a different defensive position each inning or game. Remember if you the game approach, you follow it all year, the players **MUST** equal playing time at **ALL** positions over the year!!!!
11. When a runner/ batter runner is obviously out, the player will be called out and not occupy a base. Outs are part of the game.
12. There is no advancement by any runner on overthrows.
13. **Outfield Clinic Option – The defensive team may provide a defensive infield and the remaining players may work with a coach in the outfield area, focused on fielding, hitting or throwing during the defensive part of the inning. The offensive team must remain on the bench during and keep the game moving during the offensive portion of the inning.**
14. It is important to keep the game moving. Therefore:
 - No juice breaks, picnics or food until the game is over (water bottles on the bench is OK)
 - Be prepared to start the game on time.
 - Do not start an inning more than 1 ½ hours after the scheduled start of the game.
 - The defensive team is allowed to have one coach in fair territory to aid the players in being in the proper position.
 - When the team is at bat, 1 coach pitches, 1 coach catches, 1 coach at 1st base, 1 coach at 3rd base and a helper on the bench.
15. In case of a rainout, the home team coach shall inform the visiting team's coach at least 1 hour prior to the time of the scheduled game.
16. In the case of a rained out game, it is the responsibility of the home coach to secure a playing field (call the appropriate town field coordinator) and reschedule with the visiting team's coach
17. Please pick up the field and bench area of debris following the game.
18. Any questions call you Division Director.



AA Division (Grade 3) - Rules of Play

1. Players will be boys and girls from Concord and Carlisle who are 9 years old according to Babe Ruth Baseball.
2. The player selection process will be agreed upon by the Division Director and Baseball Commissioner and communicated to the coaches in attendance at the coaches meeting prior to player placement.
3. Teams are selected by the Team Managers with an objective of having balanced teams throughout the AA Division. Multiple players from Concord or Carlisle (2 or more) must be selected on a team if a team selects one player from the town. After the teams are selected, the Division Director and Baseball Commissioner will place late registrants as they deem appropriate. Please note, team managers do NOT assign players after the player selection process.
4. Standings are not kept. You should record the pitching for both teams in the scorebook for each game. This will be useful when you do the evaluations at the end of the season.
5. An inning ends with the 3rd out or the lineup has batted through. It doesn't matter if one team has 12 players and the other has 8. Coaches may not balance the inning by batting some kids more than once in an inning.
6. Games are six innings in length. No inning can start after 1 ¾ hours after the scheduled start of the game. Be prepared to start the game on time.
7. A RIF (reduced injury factor) baseball will be used throughout the season.
8. Game Preliminaries – See General Rules.
9. In case of a rainout, the home team coach shall inform the visiting team's coach at least 1 hour prior to the time of the scheduled game as well as the Umpire in Chief.
10. Once the game begins, the umpire has the authority to stop the game due to inclement weather. Please note, at the first sight of lightning the game is over!!!!!!
11. Postponements – See General Rules
12. Makeup games - It is the responsibility of the home team coach to secure a playing field (call the appropriate town field coordinator) and reschedule with the visiting team's coach.
13. Players play a minimum of 4 innings in the field per game and, over the course of the season, players shall be given equal time of playing in the infield and the outfield. See General Rules. Exception: if a player is scheduled to play in the later innings and the game ends because of rain, darkness or time limit. In this situation, the player(s) should start the next game.
14. AAA and Major League Coaches will be the umpires. Exception: During the tournament at the end of the season, the league will provide umpires. See the Umpires section in the General Rules.
15. All players must bat in order. Players who come late to the game (after the lineups have been exchanged) shall bat at the end of the order.
16. All players must wear helmets when on deck, batting or base runners.
17. Metal spikes are not allowed.
18. All players should wear protective cups (mandatory for male catchers) or other necessary protective equipment.
19. All players are to be dressed in full uniform (shirt, pants, stirrups, and hat).
20. Sliding – Runners must slide into bases on close plays. Any player sliding head first shall be called out, exception when diving back to a base. A runner shall be called out when he does not slide or attempt to get around a fielder, at any base, when the fielder has the ball and is waiting to make a tag, or the throw is on it's way (umpire's judgment controls) and the fielder is about to catch the ball for the purpose of making the tag. In any case, contact must be made for this rule to apply.
21. Bunting, stealing of bases and leading is not allowed.



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22. Base running will be sensible at all times. Runners will advance if merited by the situation. Players must not be permitted to run the bases in a manner based upon the perceived weakness of the defense. Once the ball is returned to the infield (touches the ground or is caught by a fielder), the runner may not advance beyond a base the runner has touched. The Umpire may allow a runner to remain at the next base if judged as having been essentially acquired when the ball enters the infield. If the ball goes out of the playing field, it is "book rule" . Coaches are obligated to teach the runners to advance or stop at the coach's direction.
23. Balls and strikes are called. Six balls is a walk. Three strikes is an out. The strike zone should be generous to speed up play. Please advise your players.
24. You are encouraged to allow any player who is interested in pitching to have a chance to do so. You as Team Managers will be asked to recommend potential pitchers for AAA.
25. A pitcher cannot pitch more than 6 innings per week (Monday through Sunday) or 2 innings per game. One pitch constitutes an inning.
26. If a pitcher walks 4 players in an inning or hits two batters, the pitcher must be replaced.
27. During the first 4 games of the season, a pitcher who is having difficulty in getting the ball TO the plate may move THREE (3) FEET in front of the pitching rubber, Umpire's decision is final if there is a difference of opinion. After four (4) games any pitcher MUST pitch from the rubber.
28. Base coaches must be adults.
29. Only players are allowed on the bench.
30. At the end of the season there will be a tournament. The type of tournament will be agreed to by the AA Division Director and the Baseball Commissioner and communicated at the player placement meeting.
31. There are no participation trophies in the AA Division.
32. Please pick up the field and bench area of debris following the game.
33. Any questions call your Division Director.



AAA Division - Rules of Play

1. Players will be boys and girls from Concord and Carlisle who are 10-12 years old according to Babe Ruth Baseball.
2. The player selection process will be agreed upon by the Division Director and Baseball Commissioner and communicated to the coaches in attendance at the coaches meeting prior to player placement.
3. Teams are selected by the Team Managers based upon evaluations with an objective of having balanced teams throughout the AAA Division. Multiple players from Concord or Carlisle (2 or more) must be selected on a team if a team selects one player from the town. After the teams are selected, the Division Director and Baseball Commissioner will place late registrants as they deem appropriate. Please note, team managers do NOT assign players after the player selection process.
4. Scores are kept and you must record the pitching for both teams in the scorebook for each game. The winning coach MUST report to the Division Director (within 24 hours) the score and pitching records of each team to receive credit for the win. A win equals 2 points for the winning team, a tie is 1 point for each team and a loss is 0 points for the losing team.
5. Bats - Only Little League Approved (Regulation) bats may be used.
6. Games are six innings in length. No inning can start after 1 ¾ hours after the scheduled start of the game during the week. On Saturday, the time limit is 1 ¾ hours after the first pitch is thrown. Be prepared to start the game on time.
7. Each team will supply a new ball per game.
8. In case of a rainout, the home team coach shall inform the visiting team's coach at least 1 hour prior to the time of the scheduled game as well as the Umpire in Chief.
9. Game Preliminaries – See General Rules.
10. Once a game begins (first pitch is thrown), only the umpire has the authority to stop the game due to darkness, rain, pestilence or any other reason. Exception: Once there is sighting of lightning by team managers, coaches or umpire the game is ended!!!
11. Postponements - See General Rules.
12. Makeup games - It is the responsibility of the home Team Manager to secure a playing field (call the appropriate town field coordinator), umpire (call umpire in chief) and reschedule with the visiting Team Manager.
13. Regulation Game - A game is complete per the definition in the Babe Ruth Bambino Division Rules and Regulations, Bambino Division (5-12) Local League and Tournament Play Special Rules and Regulations - Regulation Game (non tournament component only applies to CCYB, Inc.). If the game is not complete because of inclement weather, then the game is defined as a no game (note: pitching records still apply and Team Managers MUST report the pitching of their players).
14. Games tied after six innings end in a tie.
15. For any games stopped by the curfew rule (time limit), the game will stand if it is a regulation game. If the game is called in the middle of an inning, the game will revert back to the last complete inning.
16. Any team not fielding eight players within fifteen (15) minutes of the scheduled game starting time of the game will forfeit (0 points) the game. On Saturday the scheduled game time is 11AM or thirty (30) minutes after the completion of the previous game. If a team starts with 9 players the team **MUST** end with a min of 8 players, only exception is injury.
17. If a regular game is played with 8 players and fielders the 9th hitting position shall be an automatic out each time that batter would have come to the plate.
18. Forfeited Games will be played at as a scrimmage game. The full player team shall provide the required extra fielders each inning.



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19. Players play a minimum of 4 innings in the field per game. See General Rules. Exception: if a player is scheduled to play in the later innings and the game ends because of rain, darkness or time limit. In this situation, the player(s) should start the next game.
20. It is extremely important to emphasize the attendance issue to your players. If a player consistently misses games due to alternative sports activities, the Equal Time rule does not apply, if **APPROVED** by the Division Director and Baseball Commissioner.
21. Umpires - See General Rules.
22. Ejection from games - See General Rules.
23. Protests - See General Rules.
24. All players must bat in order. Players who come late to the game (after the lineups have been exchanged) shall bat at the end of the order.
25. All players must wear helmets when on deck, batting or base runners.
26. Metal spikes are not allowed.
27. All players should wear protective cups (mandatory for male catchers) or other necessary protective equipment.
- 28.
29. All players are to be dressed in full uniform (shirt, pants, stirrups, and hat).
30. Sliding - Runners must slide into bases on close plays. Any player sliding head first shall be called out, exception when diving back to a base. A runner shall be called out when he does not slide or attempt to get around a fielder, at any base, when the fielder has the ball and is waiting to make a tag, or the throw is on it's way (umpire's judgment controls) and the fielder is about to catch the ball for the purpose of making the tag. In any case, contact must be made for this rule to apply.
31. The Infield Fly Rule will be called when required.
32. Bunting is allowed.
33. Stealing of bases –
 - A player may steal Second or Third base on any pitch.
 - The base runner can not lead.
 - The base runner may leave the base and attempt to steal the next base only after the pitched baseball has COMPLETELY passed the batter.
 - There is no advancing of two bases on a pass ball.
 - There is no stealing of Home. A player may NOT advance to home on a passed ball, wild pitch. Exception: With runners on first base and third base, the runner may attempt to come home if there is a play on the runner attempting to steal second base or an attempt is made by the catcher to throw the player out at third base. The runner attempting to steal second can not advance to home on any situation. Once the ball is returned to the pitcher, no play can be made until after the next pitch. Runners cannot advance on an errored throw back to the pitcher.
34. There are no delayed steals of any base. A delayed steal is an intentional stop by a runner to draw a throw. It is a judgment call by the umpire and is not subject to appeal. The delayed steal is a delayed interference call that doesn't automatically result in an OUT. The OUT must be earned. The umpire will point at the infracting runner and declare "delayed steal". The play will continue. If an OUT is made, the OUT stands and the interference is ignored. If no OUT is made, then all runners will be returned to the base last legally obtained before the call. **THE DEFENSE HAS THE OPTION TO DECLINE AN OUT MADE IN FAVOR OF THE INTERFERENCE CALL THAT WILL RETURN RUNNERS.**
35. Delayed Stealing is not allowed on the throw back to the pitcher.
36. Pitching - See Pitching in General Rules for penalties for violation of the following pitching rules.
 - All pitchers must pitch from the mound rubber, no exceptions.



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- Any player, regardless of age may pitch.
 - A pitcher may pitch a MAXIMUM of two innings per game.
 - A pitcher cannot pitch more than six innings per week (Monday through Sunday).
 - A coach is allowed one trip to the mound per inning per pitcher. If a coach makes a second trip, the pitcher must be replaced.
 - Once a pitcher is replaced on the mound (during an inning or between innings), he/she cannot return as a pitcher during the game.
37. Base coaches must be adults.
 38. Only players are allowed on the bench.
 39. At the end of the season there will be a tournament. The format of the tournament will be agreed to by the AAA Division Director and the Baseball Commissioner and communicated at the player placement meeting.
 40. Please pick up the field and bench area of debris following the game.
 41. These rules for AAA supplement the CCYB, Inc General Rules for Baseball and unless specified, the Babe Ruth Bambino Division Rules and Regulations, Bambino Division (5-12) Local League and Tournament Play Special Rules and Regulations apply.
 42. Any questions call your Division Director.



Major Division - Rules of Play

1. Players will be boys and girls from Concord and Carlisle who are 11-12 years old according to Babe Ruth Baseball.
2. The player selection process will be agreed upon by the Division Director and Baseball Commissioner and communicated to the coaches in attendance at the coaches meeting prior to player placement.
3. Teams are selected by the Team Managers based upon evaluations with an objective of having balanced teams throughout the Major Division. Multiple players from Concord or Carlisle (2 or more) must be selected on a team if a team selects one player from the town. After the teams are selected, the Division Director and Baseball Commissioner will place late registrants, as they deem appropriate. Please note, team managers do NOT assign players after the player selection process.
4. Scores are kept and you must record the pitching for both teams in the scorebook for each game. The winning coach **MUST** report to the Division Director (within 24 hours) the score and pitching records of each team to receive credit for the win. A win equals 2 points for the winning team, a tie is 1 point for each team and a loss is 0 points for the losing team.
5. This is a wooden bat league, only Little League Approved (Regulation) Wood bats may be used.
6. Games are six innings in length. No inning can start after 1 ¾ hours after the scheduled start of the game.
7. Each team will supply a new ball per game.
8. In case of a rainout, the home team coach shall inform the visiting team's coach at least 1 hour prior to the time of the scheduled game as well as the Umpire in Chief.
9. Game Preliminaries – See General Rules.
10. Once a game begins (first pitch is thrown), only the umpire has the authority to stop the game due to darkness, rain, pestilence or any other reason. Exception: Once there is sighting of lightning by team managers, coaches or umpire the game is ended!!!
11. Postponements - See General Rules.
12. Makeup games - It is the responsibility of the home Team Manager to secure a playing field (call the appropriate town field coordinator), umpire (call umpire in chief) and reschedule with the visiting Team Manager.
13. Regulation Game - A game is complete per the definition in the Babe Ruth Bambino Division Rules and Regulations, Bambino Division (5-12) Local League and Tournament Play Special Rules and Regulations - Regulation Game (non tournament component only applies to CCYB, Inc.). If the game is not complete because of inclement weather, then the game is defined as a no game (note: pitching records still apply and Team Managers MUST report the pitching of their players).
14. Games tied after six innings end in a tie.
15. For any games stopped by the curfew rule (time limit), the game will stand if it is a regulation game. If the game is called in the middle of an inning, the game will revert back to the last complete inning unless the visiting team has completed their at-bat and the home team is ahead in the score, in which case the score stands
16. Any team not fielding eight players within fifteen (15) minutes of the scheduled game starting time of the game will forfeit (0 points) the game. If a team starts with 9 players the team **MUST** end with a min of 8 players, only exception is injury.
17. If a regular game is played with 8 players and fielders the 9th hitting position shall be an automatic out each time that batter would have come to the plate.
18. Forfeited Games will be played at as a scrimmage game. The full player team shall provide the required extra fielders each inning.



19. Players play a minimum of 4 innings in the field per game. See General Rules. Exception: if a player is scheduled to play in the later innings and the game ends because of rain, darkness or time limit. In this situation, the player(s) should start the next game.
20. It is extremely important to emphasize the attendance issue to your players. If a player consistently misses games due to alternative sports activities, the Equal Time rule does not apply, if **APPROVED** by the Division Director and Baseball Commissioner.
21. Umpires - See General Rules.
22. Ejection from games - See General Rules.
23. Protests - See General Rules.
24. All players must bat in order. Players who come late to the game (after the lineups have been exchanged) shall bat at the end of the order.
25. All players must wear helmets when on deck, batting or base runners.
26. Metal spikes are not allowed.
27. All players should wear protective cups (mandatory for male catchers) or other necessary protective equipment.
28. All players are to be dressed in full uniform (shirt, pants, stirrups, and hat).
29. Sliding - Runners must slide into bases on close plays. Any player sliding head first shall be called out, exception when diving back to a base. A runner shall be called out when he does not slide or attempt to get around a fielder, at any base, when the fielder has the ball and is waiting to make a tag, or the throw is on it's way (umpire's judgment controls) and the fielder is about to catch the ball for the purpose of making the tag. In any case, contact must be made for this rule to apply.
30. The Infield Fly Rule will be called when required.
31. Bunting is allowed.
32. There is no stealing of Home. A player may advance to home on a passed ball, wild pitch, or an attempt by a defensive player on any runner.
33. Pitching - See Pitching in General Rules for penalties for violation of the pitching rules
 - Any player, regardless of age, may pitch six (6) innings per calendar week.
 - This applies to all games regardless of when played. This includes re-scheduled and make-up games.
 - If a pitcher delivers one (1) pitch in an inning he shall be charged for one (1) inning pitched.
 - A calendar week is Monday through and including Sunday.
 - A pitcher must have two (2) calendar days rest between pitching assignments if he/she pitches in three (3) innings in any one game. Each game in which a pitcher pitches is considered an assignment.
 - A pitcher must have three (3) calendar days rest between pitching assignments if he/she pitches in four (4) or more innings in any one game. Each game in which a pitcher pitches is considered an assignment.
 - No days of rest are required between pitching assignments if he/she pitches in two (2) or less innings in any game. Each game in which a pitcher pitches is considered an assignment.
 - A coach is allowed one trip to the mound per inning per pitcher. If a coach makes a second trip, the pitcher must be replaced.
 - Once a pitcher is replaced on the mound (during and inning or between innings), he/she cannot return as a pitcher during the game.
34. Base coaches must be adults.
35. Only players are allowed on the bench.
36. At the end of the season there will be a tournament. The format of the tournament will be agreed to by the Major Division Director and the Baseball Commissioner and communicated at the player placement meeting.
37. Please pick up the field and bench area of debris following the game.



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38. These rules for Majors supplement the CCYB, Inc General Rules for Baseball and unless specified, the Babe Ruth Bambino Division Rules and Regulations, Bambino Division (5-12) Local League and Tournament Play Special Rules and Regulations apply.
39. Any questions call your Division Director.