

**Chesapeake Baseball Association (CBA)  
2018 Spring Travel Baseball League**

**RULES OF PLAY: As of December 1, 2017**

**\*These rules supersede any previous submission**

All games will be played under National Federation of State High Schools and as amended in the following changes listed below:

**Specific Rules:**

**8U Coach Pitch**

1. Sixty (60) feet base paths.
2. Forty (40) feet mound distance.
3. Six (6) inning games –Three and one-half (3 ½) innings equals a completed game if home team is ahead, Four (4) innings if visiting team is ahead. If the minimum innings are not played, the game will be replayed in its entirety.
4. Mercy Rule: Twelve (12) run lead at Three and one-half (3 ½) inning (home team) or four (4) innings (visiting team) and Ten (10) run lead after Four and one-half (4 ½) inning (home team) or five (5) innings (visiting team) is a completed game.
5. Maximum of five (5) runs per inning – 6th inning and extra innings shall be unlimited
6. Time Limits: No new inning after 2 hr.
7. No in-field fly rule.
8. No dropped third strike rule, ball is alive for all base runners.
9. Base runners shall not leave/lead off base until ball has crossed home plate. Leaving early will result in the runner called out.
10. Stealing is not allowed.
11. 4 outfielders will be used / no short fielders allowed. 10 players in the field. 4 players in the outfield grass.

**9U/10U**

1. Sixty (60) feet base paths.
2. Forty-Six (46) feet mound distance.
3. Six (6) inning games –Three and one-half (3 ½) innings equals a completed game if home team is ahead, Four (4) innings if visiting team is ahead.
4. Time Limits: No new inning after 2 hr.
5. No in-field fly rule.
6. No dropped third strike rule, ball is alive for all base runners.
7. When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and reached the batter. No runners may advance until the ball reaches the batter. Base

runners shall not leave/lead off base until ball has crossed home plate. Leaving early will result in the runner called out. NO warning.

8. Mercy Rule: Twelve (12) run lead at Three and one-half (3 ½) inning (home team) or four (4) innings (visiting team) and Ten (10) run lead after Four and one-half (4 ½) inning (home team) or five (5) innings (visiting team) is a completed game.
9. Stealing home is allowed.
10. **10U Elite:** There is no maximum runs per inning limitation. **9U & 10U Open:** Maximum of six (6) runs per inning – 6<sup>th</sup> inning and extra innings shall be unlimited.

### 11U/12U

1. Seventy foot (70') base path/ Fifty foot (50') mound.
2. Six (6) inning games – Three and one-half (3 ½) innings equals a completed game if home team is ahead, Four (4) innings if visiting team is ahead.
3. Mercy Rule: Twelve (12) run lead at Three and one-half (3 ½) inning (home team) or Four (4) innings (visiting team) and Ten (10) run lead after Four and one-half (4 ½) inning (home team) or Five (5) innings (visiting team) is a completed game.
4. **Elite:** There is no maximum runs per inning limitation. **Open:** Maximum of six (6) runs per inning – 6<sup>th</sup> inning and extra innings shall be unlimited.
5. Time Limits: No new inning after 2 hours.
6. In-field fly rule is in effect.
7. Dropped third strike rule is in effect - ball is alive for all base runners.

### 13U/14U

1. Regulation Baseball Diamond.
2. Seven (7) inning games – Four and one-half (4 ½) innings equals a completed game if home team is ahead, Five (5) innings if visiting team is ahead.
3. Mercy Rule: Twelve (12) run lead at Four and one-half (4 ½) inning (home team) or Five (5) innings (visiting team) and Ten (10) run lead after Five and one-half (5 ½) inning (home team) or six (6) innings (visiting team) is a completed game.
4. **Elite:** There is no maximum runs per inning limitation. **Open:** Maximum of six (6) runs per inning – 7<sup>th</sup> inning and extra innings shall be unlimited.
5. Time Limits: No new inning after 2 hours.

### High School

1. Regulation Baseball Diamond.
2. Seven (7) inning games – Four and one-half (4 ½) innings equals a completed game if home team is ahead, Five (5) innings if visiting team is ahead.
3. Mercy Rule: Twelve (12) run lead at Four and one-half (4 ½) inning (home team) or Five (5) innings (visiting team) and Ten (10) run lead after Five and one-half (5 ½) inning (home team) or six (6) innings (visiting team) is a

completed game.

4. **Elite:** There is no maximum runs per inning limitation. **Open:** Maximum of six (6) runs per inning – 7<sup>th</sup> inning and extra innings shall be unlimited.
5. Time Limit: No new inning after 2 hours.

### **Rosters:**

All teams will enter a complete roster to the CBA site under their team's site location no later than:

- April 1 (8U – 14U)
- May 15 (High School)

Information furnished should include the player's full name, uniform number, date of birth and some form of contact with the player for verification. Birth Certificates are not required to be submitted in hard copy format but must be available to any opposing manager or CBA representative on site by request.

Players may only be rostered on one team per age group.

Teams may roster up to 16 players (18 players High School). Additions/changes can be made to the roster up to April 30<sup>th</sup> (June 14<sup>th</sup> High School) of the spring league season. Changes made between the initial roster sub-mission and April 30<sup>th</sup> (June 14<sup>th</sup> High School) must be published to the CBA site no less than 24 hours prior to any game.

All players must be league age or younger as of April 30, 2018. High School division will be considered 18U.

### **Uniforms:**

All teams will be required to wear matching uniforms. All players must have a unique number displayed clearly on the back side of the jersey. Uniforms will consist of no less than a hat & jersey with all players on the team matching.

### **Batting Order (Line-up):**

#### **8U**

1. All Teams must bat entire roster and receive free defensive substitutions.
2. Because all teams must bat their line up every game. If a player is hurt or must be taken out of the game for any reason the batter is skipped without penalty, but the player is no longer eligible to play in the rest of game offensively or defensively.
3. Teams shall provide their players last name, first name & uniform number on the batting order (line-up) card 30 min prior to the game beginning. All changes to the line-up shall be reported to the home plate umpire and the opposing team prior to the change.

### **9U/10U/11U/12U/13U/14U/High School**

All teams have options of the following line-ups:

1. Teams may bat 9 batters.
2. Teams may bat 10 batters. An (EH) may be used in the batting order (line-up). If you start with an (EH) you must finish with an (EH), or take an out at that at-bat.
3. Teams may bat entire roster.
4. When batting their entire line-up, if a player is unable to bat at any time solely due to on field injury, then no out will be called but the player is no longer eligible to play in the rest of game offensively or defensively.
5. Teams shall provide their players last name, first name & uniform number and all available substitutes on the batting order (line-up) card 30 min prior to the game beginning. All changes to the line-up shall be reported to the home plate umpire and the opposing team prior to the change.

### **Defensive Substitutions:**

Regardless of batting orders, teams may use free defensive substitutions (except pitcher-pitcher is subject to CBA pitching restrictions).

### **Start times:**

Games shall be started in accordance with the scheduled game time. A ten (10) minute grace period from the scheduled game time is allowed for late arriving players. As soon as nine (9) players are present, game shall start. After the ten (10) minute grace period, game shall be forfeited. Grace period applies only to the first game of the day at a site/park/field. The team that forfeits is responsible for paying ALL umpire fees for the game. Failure to pay for the umpire may result in removal from league.

### **Pitching Restrictions:**

#### **8U kid pitch/9U/10U/11U/12U/13U/14U/High School**

1. Once a pitcher is removed as a pitcher then that player may not return to pitch in that game.
2. After three charged conferences in a game, or for any charged conference in excess of one in each extra inning, the pitcher shall be removed as pitcher for duration of the game.

- CBA does not have specific pitching limitations unless noted below (8U kid pitch/9U/10U). We do, however, recommend coaches and parents follow Pitch Smart Guidelines developed by USA Baseball and MLB (see chart below or visit <http://m.mlb.com/pitchsmart/pitching-guidelines>). The responsibility ultimately lies with coaches and parents to ensure that each player's health and development is maintained properly.

Age	Daily Max (Pitches in Game)	Required Rest (Pitches)				
		0 Days	1 Day	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+
15-16	95	1-30	31-45	46-60	61-75	76+
17-18	105	1-30	31-45	46-60	61-80	81+

### 8U kid pitch/9U/10U

#### 8u kid pitch games must contact umpires for proper equipment. (3days Notice)

- A pitcher may pitch a maximum of four (4) innings in one day only in games which a double header is scheduled for either team. All other games a pitcher may pitch a maximum of three (3) innings per day. The purpose of this rule is to not over pitch our young arms. Please make every attempt possible not to overuse pitchers.
- One pitch in an inning constitutes an inning.

#### 8U Coach Pitch:

- Coach shall throw to the batter from the pitching mound 40ft. The coach will throw overhand to the batter. (He may stand or kneel)
- The batter will be allowed up to six (6) pitches to hit the ball or 3 strikes. A foul ball on the 6th pitch will allow for another pitch.
- The child that plays the defensive position of pitcher shall be within three (3) feet of the pitching mound to the side or behind but not in front of the mound until the ball is struck by the batter.

#### Balks:

**8U/9U/10U** No balks in this division.

**11U/12U** One warning for each pitcher per game. Immediate dead ball.

**13U/14U/High School** NO WARNINGS. Immediate Dead Ball

**Bat Restrictions:**

**8U/9U/10U/11U/12U/13U** All bats must have either the BPF 1.15, USABat or BBCOR designation displayed on the bat. No other weight or size restrictions for these age groups.

**14U/High School** BBCOR bats -3 for all players that appear on a roster for HS JV team regardless of age.

**Courtesy Runner:**

Optional anytime for pitcher or catcher. The runner must be different runners for pitcher and catchers in the same inning. Runner should be last batted out or someone not in the game.

**Baseballs:**

Must state "Official Baseball" or "NFHS" on game balls. Game balls must have a leather covering. Teams are required to supply one new ball and one back-up ball per game.

**Footwear:**

**8U/9U/10U/11U/12U** No metal spikes

**13U/14U/High School** No restriction

**Catchers:**

Helmets must conform to the NFHS regulations. A two piece helmet and mask like MLB is not allowed. **All catchers MUST wear a protective cup.** If a game is canceled due to a team not having proper equipment, it will be a forfeit and the team responsible must pay all umpire fees.

**Pre-Game Warm-Up:**

The home team must have the field properly prepared; their warm-ups completed, and be off the field at least 15 minutes prior to the scheduled game time. The visiting team will have use of the field until 5 minutes before game time. In the case of multiple games, the umpire in chief will determine warm-up times, if any, between games.

**Ejections:**

Coach Ejected from a game: automatic two (2) game suspension. This is **not appealable.**

Player Ejected from a game: automatic one (1) game suspension. This is **not appealable.**

Second Offenses- Penalties for second offenses are at the discretion of the CBA Commissioner

All Persons - Any person who demonstrates / implies in any manner or form physical or other types of threatening behavior towards and/or at any umpire, league official, coach, player, etc. may be suspended and restricted from all properties, games, events, activities, etc. the remainder of season.

### **Locations/Dugouts:**

Team who actually cares for the field will have the right to choose its dugout on its field. If both teams are using another organization's field, then the home team or the first home team in a doubleheader shall have its pick of dugout.

### **On-deck Circle:**

Dependent upon field layouts and conditions, teams may utilize opposing team's on-deck circle for opposite handed batters. On-deck batter must wear helmet.

### **Reporting Scores/Standings:**

Standings will be determined by winning percentage. Standings will be posted on CBA web site. It is required that the winning team updates the website through their CBA team page. As a last resort managers may email scores to **appropriate age group commissioner** with subject "CBA score." The team must update scores within 24 hours of completion of the game(s).

### **Game cancellation:**

Home team must call umpire and opposing team at least 2 hours before game to cancel because of field conditions or weather. All games rescheduled prior to day of game will be rescheduled through the league representative after agreement by each coach.

**Coaches will be responsible for notifying age group coordinators for rescheduled games. Age group coordinator will notify umpire coordinator after receiving confirmation from both teams.** Teams that do not show up for a game will be responsible for paying umpires for both teams' fees. All rescheduled games must be 5 days out for umpires.

### **Game Make-Up:**

Given field and umpire restrictions, make-ups are not mandatory. However, any make-up must be rescheduled within two (2) weeks with the League being notified. Friday night tends to be best night for umpire availability. Please give umpires 5 days' notice for rescheduling all make up games.

### **Game Changes:**

Once the season schedule has been finalized teams should not change games/fields or times. In the event that a game/field or time must be changed the age coordinator must be notified 7 days in advance. Each team was given ample time to fill out a scheduling request sheet at the beginning of the season.

### **Umpire Fees:**

Fees for umpiring may vary somewhat by age group, location & number of umpires used in a game. The differences will be negligible with the main goal being that we make sure our umpires are taken care of appropriately.

**Please see the CBA Website for complete Umpiring Fee Structure & Rules**

**Stadium Fee:**

Teams should be prepared to pay a gate fee for 13U/14U/High School games held at Joe Cannon Stadium & Regency Fields. Fees typically range from \$50 - \$150 per team in addition to umpiring fees. Teams should be prepared to purchase game tickets for a Bowie Baysox game if playing in Prince George's Stadium following a Baysox game and/or Southern Maryland BlueCrabs game if playing in Regency Stadium following a BlueCrabs game.

If you have a stadium game on your schedule, please contact your age commissioner for complete details on applicable fees. If you cannot pay these fees, your age commissioner will be happy replace your team and provide you a standard league game.

### CBA RULES SUMMARY SHEET

Rule	8U	9U/10U	11U/12U	13U	14U	High School
Base Distance	60'	60'	70'	90'	90'	90'
Pitching Distance	40'	46'	50'	60'6"	60'6"	60'6"
Game Length	6 innings	6 innings	6 innings	7 innings	7 innings	7 innings
Complete Game	4 innings	4 innings	4 innings	5 innings	5 innings	5 innings
Leads	* crosses plate	*crosses plate	yes	yes	yes	yes
Stealing (including home)	no	*crosses plate	yes	yes	yes	yes
Run on dropped 3 <sup>rd</sup> strike	no	no	yes	yes	yes	yes
Runs Per Inning	5 runs per inning – 6 <sup>th</sup> & Extra are unlimited	<b>9U/10U Open</b> – 6 runs per inning; 6 <sup>th</sup> & extra are unlimited. <b>10U Elite</b> – No maximum	<b>11U/12U Open</b> – 6 runs per inning; 6 <sup>th</sup> & extra are unlimited. <b>11U/12U Elite</b> – No maximum	<b>13U/14U/HS Open</b> – 6 runs per inning; 7 <sup>th</sup> & extra are unlimited. <b>13U/14U/HS Elite</b> – No maximum		
Mercy Rule	12 runs after 4 innings or 10 runs after 5 innings			12 runs after 5 innings or 10 runs after 6 innings		
Balks	no	no	yes – 1 warning per pitcher	yes – immediate dead ball		
Bats	All bats must have either the BPF 1.15, USABat or BBCOR designation displayed on the bat.				BBCOR -3	
Cleats	No Metal Cleats			No Restrictions		
Bunting	no	yes	yes	yes	yes	yes
IF Fly Rule	no	no	yes	yes	yes	yes
Pitching Restrictions	3 innings per day (4 innings per day if doubleheader is scheduled)		No Restrictions			
Line-up	See Batting Order (Line-Up) Section					
Defensive Substitutions	Free defensive substitutions (except pitcher-pitcher is subject to CBA pitching restrictions)					
Courtesy Runners	Optional anytime for pitcher or catcher. Must be different runners for pitcher and catchers in same inning. Should be last batted out or someone not in the game.					
On-deck batters	May utilize opposing on-deck circle for opposite handed batters with helmet on					
Mound visits	3 per game					
Intentional Walks	Catcher or coach request umpire before 1 <sup>st</sup> pitch or on any ball and strike count					
Time Limits	No new inning after 2 hours					

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