

2009 C-Ball Rules

4/19/09

Lineups will consist of a Catcher, Pitcher, 3B, SS, 2B, 1B, and 4 outfielders. Teams that have less than 10 players may start a game with eight players, however the ninth position in the batting order will be declared an automatic out until a 9th player is inserted into the lineup. Teams starting a minimum of 9 players will not receive an out at the 10th spot.

Each player must play one inning per game for each game they are in attendance, which consist of batting and playing in the field. If the player does not play the minimum one inning then the next game he/she is in attendance they will start and play the entire game. All substitutions must be entered into the lineup by the 3rd inning.

Bats must not exceed 2 ¼ inches in diameter and no longer than 33 inches. T-ball bats are fine providing they do not exceed the dimensions in the first statement.

Base Stealing- No base stealing is allowed in coach pitch ball. The runner must stay in contact with the base until the ball is hit by the batter. Leaving early will result in the base runner being called out.

Innings will consist of 3 outs or 7 runs, whichever occurs first.

Mercy Rule- Any team ahead by 15 runs after 3 innings or 8 after 4 innings will be declared the winner and the game will stop.

Courtesy Runners- Coaches may use a courtesy runner for the catcher at any point during the game. Substitutes should be used for all courtesy running. If a substitute is not available then the last player to make an out must be used.

Pitcher must wear a helmet. (Face mask is recommended) Pitcher must have 1 foot inside circle.

Pitching coaches must stay within the 35 foot circle to throw the ball and cannot coach the batter to swing or take once the ball leaves their hand. The pitching coach must exit the field or get out of the way after a ball is in play. If the umpire deems the coach hindered the defensive efforts, the play will be ruled as a dead ball and the batter will resume his/her batting attempt.

Any batted ball that is touched by the pitching coach is ruled dead. The batter will bat again with no penalty of pitch.

Warm-ups shall consist of throwing, stretching and running. Hitting sticks may be used in warm-ups, but no use of balls.

Game balls will be furnished by the home team. Boys use an approved little league baseball.

Girls will use an approved yellow 11 inch softball.

All games will consist of 5 innings or one hour. A new inning will not start with 5 or less minutes on the clock. In the event that the game is tied, one Extra Inning may start with less than 5 minutes on the clock. If the game is still tied after the extra inning, the game will end in a tie. Home team will get last at bat.

In the event of a tie game, each team will be given a ½ win and ½ loss. *Exception- Must play until a winner is determined during the tournament.*

Play shall not stop until the defending team has stopped the lead runner. Throwing the ball to the opposing teams pitching coach "will not" stop play if the lead runner has not been stopped.

Look back Rule- Once play has been officially stopped by the umpires all runners must go to the base they occupy. Any runner that leaves the bag or makes an attempt to run or draw a throw after the play has stopped will be declared out.

Batters will be given 5 pitches or 3 strikes, whichever occurs first. No bunting. Foul tip balls must reach the head height of the batter or higher to be ruled out if caught. Any foul tip caught on the 5th pitch will be ruled an out regardless of height. Catcher must be in squatting position prior to pitch for any catches to be considered an out. If the 5th or after pitch is hit foul, the batter will receive another pitch until ball is hit in play or strikes out.

All batters, batters on deck and base runners must wear an approved helmet. All girls' helmets must have an approved face mask.

Catchers must wear an approved helmet with mask, chest, leg protectors, and protective cup(boys).

Any hit ball that contacts a base runner will result in a dead ball out, no matter where the defense is located. (Meaning the runner making contact is out and the batter will advance to 1st base and all other runners will advance one base only)

Tournament Play -

8 or less Teams

4 Teams will qualify for the tournament

9-12 Teams

6 Teams will qualify for the tournament

13 or more teams

8 Teams will qualify for the tournament

In the event of a tie, seeding will be based on head to head matchup. In the event of split wins during the regular season, seeding will be based on fewest runs allowed between the 2 games. Coin flip will determine if teams allowed the same amount of runs.

Judgment calls final and are not to be questioned by coaches, players or parents. Any harassment of officials, coaches, players, parents, spectators or league officials can result in the person being asked to leave the field. If you are ejected you must leave immediately or law enforcement will be called.

Any instance of cursing, fighting or physical violence against another person will result in immediate ejection for the individual/individuals involved. For coaches, first offense is a 2 game suspension, 2nd offense will result in 1 year suspension.

No smoking will be allowed at any facility. Anyone caught smoking or dipping will be asked to immediately cease and if they fail to do so will be asked to leave.