

## 2011 C-Ball Rules

4/1/11

### 1. Roster Requirements

- A. Players must not be 9 years of age before May 1<sup>st</sup> of the current playing year.
- A. Team rosters will be kept by each booster club and are subject to review at any time. Only players on roster are allowed to play for that team. If it is determined that a coach played an ineligible player, the game will be forfeited.

### 2. League Play

- A. League play will start the last week of April and end by June 30<sup>th</sup>.
- B. No games will be scheduled during EOG's. 3<sup>rd</sup> graders cannot practice during week of EOG's. Tuesday through Thursday.

### 3. Tournament Play

- A. 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
- B. In the event of a tie, seeding will be based on head to head match-up. 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.
- C. Regular tournament games are played by regular season rules of time / innings.
- D. Championship games are 5 innings, no time limit.

### 4. Postponed Games / Inclement Weather

- A. In case of inclement weather, coaches will be notified as soon as possible about cancellations or booster club representative will be notified and responsible for letting coaches know.
- B. Cancelled games will be made up as soon as possible. Games may be consolidated to one location and not re-scheduled at regularly scheduled location.
- C. Games that are in progress must complete 4 complete innings, 3 ½ if home team is leading, to be a complete game. Games that do not complete 4 innings will start over. Exception – tournament games. Tournament games will be noted of time left on the clock, inning, runners on base, batter, and number of outs. Games will be resumed from current point and finish innings or time left.

### 5. Field Setup

- A. Bases will be at 60 feet and center of pitching circle is at 35 feet with a 15 foot in diameter circle

### 6. Coaches

- A. A maximum of 4 coaches are allowed in the dugout per team. Head coach and 3 assistants.
- B. All coaches must be their respective dugout when their team is on defense. (Inside doorway of dugout) while ball is in play. Coach will receive 1 warning and then be ejected on 2<sup>nd</sup> offense.

## Playing Rules

1. Game length - 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 and each team will receive a ½ win and ½ loss. Home team will get last at bat. A winner must be determined in tournament play.
2. Innings will consist of 3 outs or 7 runs, whichever occurs first.
3. 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.
4. 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. Game must start with a new ball.
5. Warm-ups shall consist of throwing, stretching and running. Hitting sticks may be used in warm-ups, but no use of balls.
6. Defensive lineups will consist of a Catcher, Pitcher, 1B, 2B, SS, 3B, 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 9<sup>th</sup> player is inserted into the lineup. **Batting lineups consist of 10 players.** Teams starting a minimum of 9 players will not receive an out at the 10<sup>th</sup> spot. Teams with 9 players will play 6 infielders and 3 outfielders. Game will be forfeited if less than 8 players are present at game start time.
7. 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 3<sup>rd</sup> inning.
8. Any player may be taken out of the game and reinserted providing he/she maintains his/her original place in the batting order. This includes substitutes, also. A previously used substitute- not a starter- may be moved in the batting order to replace an injured or ill player when no legal substitutes are available. This rule exception does not apply to ejections or disqualifications of any kind. Any injured or ill player, who is replaced under this rule, can not re-enter the ball game.
9. 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.
10. Kid pitcher must wear a helmet (**Face mask is required**) and must have 1 foot inside circle. (Boys and girls)
11. 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. Pitching coach may not coach the base runners. If the umpire deems the coach hindered the defensive efforts, the play will be ruled as a dead ball and the batter will called out. Penalty for stepping outside the circle during the pitch will result in the pitch being called a dead ball strike.
12. Any batted ball that is touched by the pitching coach is ruled dead. The batter will bat again with no penalty of pitch.
13. 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. If the batter has 2 strikes, any foul tip caught on the 3<sup>rd</sup>, 4<sup>th</sup>, or 5<sup>th</sup> pitch will be ruled an out regardless of height. If the 5<sup>th</sup> or after pitch is hit foul, the batter will receive another pitch until ball is hit in play or strikes out. Catcher must be in squatting position prior to pitch for any catches to be considered an out. Catcher must be positioned behind home plate.

14. All batters, batters on deck and base runners must wear an approved helmet. All girls' helmets must have an approved face mask (softball only).
15. Play shall not stop until the defending team has stopped the lead runner and time has been called by the umpires. Throwing the ball to the opposing teams pitching coach "will not" stop play if the lead runner has not been stopped unless the pitching coach catches the ball and then it will result in a dead ball.
16. 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.
17. 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.
18. If a base runner misses the base and the umpire sees it, they will automatically be called out.
19. 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.
20. Catchers must wear an approved helmet with mask, chest, leg protectors, and protective cup (boys).
21. 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 1<sup>st</sup> base and all other runners will advance one base only)
22. Bases coaches must stay in coach's box while ball is live. Touching of runner while ball is in play will result in runner being called out.
23. 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.
24. Any instance of cursing, racial slurs, 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, 2<sup>nd</sup> offense will result in 1 year suspension.
25. 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.

## Batting Out of Order

If a pitch has been thrown to the player batting after the improper batter, everything stands: hit, walk, out, steal, anything. The only thing that could change is who is batting now. The person who SHOULD be batting now is whoever is listed after the improper batter in the lineup (assuming they have received a pitch).

So if you have batters 1,2,3,4,5, etc. #2 bats when #1 should have. He gets a hit. Batter #1 then comes to bat and takes a strike. Batting out of order is noticed. Batter #3 should be batting now because he is listed after batter #2. Batter #3 would assume whatever the count was that batter #1 had and bat in his place, then 4 then 5 and so on.

If a pitch HAS NOT been thrown to the next batter after batting out of order, it gets tricky. Lets again assume batters 1,2,3,4,5, etc. #2 bats when #1 should have, and gets a hit, then batter #3 comes up, but the out of order is noticed before the pitch. Since #2 batted and #1 should have, #1 is called out, the runner is removed from the bases and the next spot in the order comes to bat, in the case, batter #2 will hit again.

I would love to give a full breakdown but there are so many different scenarios and quirky tidbits that make this hard to explain, or understand for anybody.

Just remember, If a pitch has not been thrown to the next batter, call the improper batter out, take away the plays that resulted from his actions (except for if he gets out, then its just a lineup modification) and get the batter in there who should be batting after the guy who SHOULD have batted in the first place. If a pitch HAS been thrown, just make sure you have the batter in the box who bats after the batter who went out of order.

Read more:

[http://wiki.answers.com/Q/What is the new batting order when a player is called out for batting out of order#ixzz1H9BOB2vX](http://wiki.answers.com/Q/What_is_the_new_batting_order_when_a_player_is_called_out_for_batting_out_of_order#ixzz1H9BOB2vX)