

Section 2. For game day cancellations, it is the duty of the home field/association to cancel games when playing conditions are not adequate. The home field coordinator/association should contact the Cabarrus County Parks Dept. (by 4:00 pm) the coordinators of the teams playing at their site and the officials booking agent. Each coordinator should then call their respective coaches who are responsible for contacting their players.

Article 5 **Jurisdiction of Rules**

Section 1. The Cabarrus County Youth Baseball/Softball League Rules are under the jurisdiction of the Cabarrus County Youth Baseball/Softball League Coordinators. They have the authority to make amendments to the rules in order to obtain the program objectives.

Article 6 **Officials**

Section 1. Officials for each site are the sole responsibility of the respective association for which home games are scheduled. Suggested pay rates for officials for the **2010** season will be at a rate of \$25.00 per game for ages 9-12 and no more than \$45.00 per game for ages 13-15.

Section 2. Each association is responsible for the booking agent and seeing that the Cabarrus County Youth Baseball League Rules and Regulations are available and understood to their umpires.

Section 3. After a game has begun, assigned league coordinators and league officials will be responsible for discontinuing the game for any reason.

Section 4. All officials should report ejection of a player or coach to the home site coordinator. Each site has an ejection letter that is to be signed at the end of the game. The home site should then contact the league coordinator of the ejected player or coach.

Section 5. In the event that only one official is present for a game, that official must start the game on time and play until the second official arrives. The game cannot be protested when only one official is present.

Article 7 **Code of Conduct**

Section 1. Coaches should always keep in mind that they are setting examples in sportsmanship and fair play and should conduct themselves accordingly. Constant yelling and abusive behavior toward players on either team is strictly prohibited.

Section 2. Any coach not carrying out the duties and responsibilities and policies as established by the league will be subject to dismissal from the league.

Section 3. A coach will be suspended indefinitely for playing ineligible players.

Article 8 **Protests**

Section 1. Only protests that involve an interpretation of playing rules or the use of an ineligible player will be permitted. Judgment calls cannot be protested.

Section 2. Procedure for protests is:

- Notify the umpires that protest is being filed.
- Umpire should stop play.
- Notify the umpires exactly what is being protested.
- Umpires should then contact home site coordinator/protest committee.
- A protest fee of \$50.00 is payable to the home site coordinator/protest committee.
- The home site/protest committee should rule on the protest at the time of protest.
- If protest is denied, coach will forfeit the fee. If ruling is upheld, the fee is refunded.

Section 3. Any coach who wishes to protest should do so carefully considering the impact of poor relationships and ill feelings that could arise from the process.

Article 9 Practice Guidelines

Section 1. Practice sessions are held in accordance to the Co-sponsorship Agreement and should be scheduled with the local coordinator.

Section 2. Teams may have non-mandated practice during school holidays. Coaches violating practice schedule will be subject to dismissal from coaching indefinitely. All practices and games must take place on county approved playing facilities. No practices are to be held prior to 6:00 PM on school days.

Section 3. Players must attend practices to be eligible for games. Any player not attending practice and shows up for the game that week is subject to the coach's option to play or not. A coach must announce to the home plate umpire before the game which players are being held out for missing practices. The coach must also notify their coordinator of the situation prior to the game and state that the player did not attend practices during the week.

Article 10 Unsportsmanlike Conduct

Section 1. Players, coaches, and fans should conduct themselves in a sportsmanlike manner at all times. This includes before, during, or after a game. Players and coaches who are ejected for unsportsmanlike conduct (throwing equipment, arguing, etc.) will be suspended for 7 days. A second ejection during the season will result in an indefinite suspension from all Cabarrus County Youth Athletic Leagues.

Section 2. Any player, coach, or fan that is ejected from a game or facility for fighting, profanity, or threatening others will be suspended indefinitely from all facilities for all Cabarrus County Youth Athletic Leagues.

Section 3. If a player, coach, fan, or official's actions become harmful and disruptive to the program, they face being suspended from their remaining games for that season.

Section 4. A player or coach who pulls a team off the field for any reason will be suspended indefinitely. If the suspension occurs in the last game of the season, an indefinite suspension will occur.

Section 5. No player, coach, official, or fan shall at any time lay a hand on, push, shove, strike, or threaten to strike another player, coach, fan, or official before, during, or after a game. Officials include umpire, scorekeeper, coordinators and designated volunteers, department staff personnel, other players, coaches, or fans. This will result in an indefinite suspension from all Cabarrus County Youth Athletic Leagues, facilities, and programs.

**National Federation of High School Athletic Association Rules and Regulations
Boys Baseball (9 -18) & Girls Softball (Ages 9-18)**

All leagues ages 9 & up are straight up baseball/softball with the following exceptions:

Team Composition

A team must have seven (7) eligible players to avoid a forfeit. Any team that has seven players may pick up a maximum of two (2) players for the 11-15 BB / SB divisions and three (3) players for the 10 and under divisions from other teams in the league to avoid forfeit. Pickup players must be from the same age group and be on a team in the league. If the team’s players arrive after the game has started they must replace the pick up player immediately. Pick up players cannot be pitchers while playing as a pick-up. In the 9-10 division, associations playing together for regular season may decide to use 3 or 4 outfielders.

Grace Period

A team will be allowed a 10-minute grace period when they have less than seven players. If a team does not seven of its own players after 10 minutes have passed the original game time, then the game shall be declared a forfeit.

Shoes

Youth divisions 9-10 and 11-12 must wear rubber molded cleats if wearing baseball style shoes. Ages 13 & up for baseball and softball are allowed to wear metal cleats.

Infield Fly Rule

The infield fly rule is in effect for all age groups.

Appeal Plays

High School Federation Rules apply to all appeal plays.

AGE DIVISION	TIME LIMIT	LENGTH OF GAME	OTHER
9-12 BB & SB	1 hour, 30 min.	6 innings	Whichever comes first
13-15 BB	2 hours	7 innings	Whichever comes first
13-15 SB	1 hour, 30 min.	6 innings	Whichever comes first

AGE DIVISION	RUN LEAD
9-15 BB & SB	15 after 3, 10 after 4

Time limits are enforced from when the first pitch is thrown. The official scorekeeper is responsible for recording the time. Once an inning has started, it must be finished, provided the home team is behind when it is their turn to bat. **No new inning shall be started when there is less than 10 minutes remaining in the time limit.**

Participation Rule (All age groups for baseball and softball)

The entire roster of players shall be batted and each player must play the field in every other inning. Failure to abide by the participation rule will result in the head coach being suspended for one game. A second offense during the season will result in the coach being removed from their duties.

Regulation Game

It is a regulation game if four or more innings (9-12 division) or five innings (13-18 division) have been completed if the game is called because of darkness, curfew, etc. Any game that is tied at the end of regulation play will not continue past the time limit. The game will be declared official as a tie. If the home team is winning then the bottom of the inning does not have to be completed after the game has reached regulation game status.

Base Stealing and Sliding

9-10 Baseball: 10 ft line to be drawn from front of base. Runner cannot cross the 10 ft line until the ball crosses the plate. **Penalty:** Runner is removed from the base with no out. Ball becomes dead immediately and no pitch is declared.

No head first sliding is allowed at home plate. **Penalty:** Runner is out and ball remains live. Dive backs are not considered headfirst slides.

9-10 Softball: Runners may not leave the base until the ball crosses the plate. **Penalty:** Runner is removed from the base with no out. Ball becomes dead immediately and no pitch is declared.

Jewelry

No player is allowed to wear jewelry while playing. This includes watches, necklaces, earrings, bracelets, etc. of any kind. When it is discovered, the player will be asked to remove it. Failure to remove it will result in player being removed from game. Taping over jewelry is not an option.

Game Balls

Game balls are the sole responsibility of the home team on the schedule.

Balls and Bats

Baseball Bats: The big barrel bat is legal for ages 9-15.

Softball Bats: All age groups must use National Federation High School approved bats.

Baseballs: 9-10 and 11-12 can use any approved Little League specification. 13-15 may use any approved National Federation Approved Baseball.

Softballs: 9-10 can use any approved 11-inch softball and 11-12 and 13-15 can use any National Federation Approved Softball. Must be of optic yellow color.

Third Strike

High School Federation Rules Apply with the following exception:

9-10 baseball: Third strike passed ball – batter is declared out and cannot advance, ball remains live and the runners on base may advance.

9-10 Softball: A foul ball on the third strike is a foul ball. Batter will remain at bat until they strike out or reach base by any other legal way.

Equipment

All batters, runners, and on-deck batters must wear helmets at all times. **Penalty:** removal from game for refusal to wear it. Catchers should wear protective equipment: mask, shin guards, chest protector, athletic supporter, throat guard, and catchers' helmet during all practices and games.

Mouthpieces are mandatory for softball (all age groups) for 2009. A game face can be used in place of a mouthpiece.

Faceguards on helmets are mandatory for softball (all age groups)..

Batter Limit (9-10 Baseball and Softball Only)

Each team may only score a maximum of 5 runs for the first inning. The 2nd, 3rd, 4th, and 5th innings the team leading may always score 5 runs even though the lead could be greater than 5 runs. The team that is behind when batting after the first inning, may always be able to score as many runs as possible to even the score, and then score 5 additional runs in those innings. The 6th inning or any additional innings played are unlimited scoring innings.

Curfew Times

Age Group	Weekday	Friday & Saturday
8 & under	8:30 PM	9:00 PM
9-10	9:30 PM	9:30 PM
11-12	9:30 PM	10:30 PM
13-18	10:00 PM	11:00 pm

AGE DIVISION	BASE PATHS	PITCHING DISTANCE
9-10 Baseball	65 ft.	46 ft.
11-12 Baseball	70 ft.	50 ft.
13-18 Baseball	90 ft.	60 ft. 6 inches
9-10 Softball	60 ft.	35 ft.
11-12 Softball	60 ft.	40 ft.
13-18 Softball	60 ft.	TBD

Baseball / Softball Pitching Rule (Baseball Ages 9-15 and Softball 11-15)

There is no limit to the number of innings a pitcher may throw in a calendar week (Monday – Sunday) however, once a pitcher throws at least four (4) innings or more in a game, that pitcher must have two (2) calendar days of rest before being allowed to pitch in another game. If a pitcher throws three (3) innings or less in a game, that pitcher does not have to rest between days pitched.

Example: Pitcher throws 4 innings in a game on Monday, that pitcher may not pitch in another game until Thursday.

Example: Pitcher throws 5 innings in a game on Saturday, that pitcher may not pitch in another game until Tuesday.

Once a pitcher toes the rubber that is considered an inning pitched.

Softball 9-10

There is no limit to the number of innings a pitcher may throw in a week. Pitchers are **PROHIBITED** from using the fast pitch windmill motion while pitching during all 9-10 year old division games. If used, the penalty is a dead ball, illegal pitch and a ball is called on the batter.

The arc of the pitch must be a minimum of 4 ft. and no more than 10 ft from the point of release.

Cabarrus County Parks Department
7-8 Year Old Coach Pitch/Instructional League
2010 Rules & Regulations

National Federation Rules Apply with the following exceptions:

- A. Baseball – regular approved hard baseball.
- B. Small barrel bats are to be used.
- C. Regulation game is 6 innings
- D. Time limit is one hour and fifteen minutes.
- E. Fifteen (15) run lead will apply after 3 innings (2 and ½ if home team is winning)
- F. Ten (10) run lead will apply after 4 innings (3 and ½ if home team is winning).
- G. Base paths will be 60 feet.
- H. Pitching distances will be set at 40 feet with an 8 ft. circle from the pitcher plates.
- I. The coach/pitcher must pitch within the pitcher's circle.
- J. Player pitcher must have one foot inside pitching circle at the batter's contact. Player pitcher must stand beside of coach pitcher until ball is batted. **PENALTY:** Batter will be awarded first base. Other runners advance if forced to.
- K. Each batter gets 5 pitches or 3 swings unless the last pitch/swing is fouled. There will be no walks or free bases.
- L. All coaches must pitch overhand. Once the ball is batted the coach must move the nearest sideline until all play is dead. If the ball is bunted, the adult pitcher must take a knee in the pitcher circle.
- M. Each team may only score a maximum of 5 runs for the first inning. The 2nd, 3rd, 4th, and 5th innings the team leading may always score 5 runs even though the lead could be greater than 5 runs. The team that is behind when batting after the first inning, may always be able to score as many runs as possible to even the score, and then score 5 additional runs in those innings. The 6th inning or any additional innings played are unlimited scoring innings.
- N. All team players will bat in a set batting order.
- O. Teams are to bat the entire roster. Players may be removed from defensive lineup during the game.
- P. You must have 10 players. You must have at least 7 players to start or finish a game or it will be declared a forfeit.
- Q. Bunting is permitted. No fake bunts allowed. A player showing bunt may not fake bunt and swing in an effort to hit the ball. **PENALTY:** Batter is out and the ball is dead.
- R. Batted balls unless called foul by the umpire, is alive and in play until **the defense stops the progress of all runners and the umpire calls tie out.** The ball remains dead until the next batter.
- S. Any player who arrives late may enter the game immediately but must be added as the last name of the batting order.
- T. Only one batter allowed in the on deck circle. All other players must remain in the dugout.
- U. Ten players will play when a team is in the outfield on defense.
- V. Defensive substitutions may occur at the coach's discretion.
- W. To be able to continue or start a game a team must have at least 8 players or the game will be ruled a forfeit.
- X. Teams finishing with less than 10 players must still provide a catcher in the catcher position.
- Y. Only 6 infielders may be used.
- Z. Four outfielders will be used and outfielders may not cover any base for a put out.

- AA. The catcher must be properly equipped. The catcher must play his position himself no more than six feet from home plate at the start of the pitch.
- BB. A safety line will be 30 feet from home plate. No player may be inside of the safety line on contact of a batted ball. **PENALTY:** Batter will be awarded first base.
- CC. There is no infield fly rule.
- DD. There is no base stealing.
- EE. All runners shall be in contact with their bases and shall not leave their bases until the batter has hit the pitch. If a runner leaves the base before the ball is hit, the umpire shall signal to indicate the violation at the time it occurs. The runner is out upon leaving the base early and the ball becomes dead immediately.
- FF. Offensively, only base coaches and the coach pitcher will take positions on the playing field during a game. The base coaches only may instruct the base runners. The coach/pitcher is not allowed to instruct base runners.
- GG. Defensively, a coach may be positioned on each foul line in the outfield-coaching box. An outfield-coaching box must be marked halfway from the outfield fence and first/third base. The outfield coach is confined to coaching the outfielders only. A coach in violation of the coaching box rule will be confined to the dugout. At no time may the coach step onto the playing field except in case of obvious injury.
- HH. Speed up rules will be used for the catcher only. The last batter that made an out may run for your catcher at anytime, but it is not mandatory.

Cabarrus County Parks Dept.
Girls Softball Instructional Leagues Ages 7-8
2010 Rules & Regulations

Team Composition

A total of 10 players play defense in the field: 6 infielders (including a catcher wearing approved equipment) and 4 outfielders. Outfielders must start behind the base paths and must not cross the baselines. An outfielder cannot freeze a play, acquire a time out, or make the first play on a base runner. The ball must be thrown to an infielder to make a play at a base or on a runner.

A team must have 7 players in order to avoid a forfeit. A team may pick up to a total of 3 players to make 10 but at any time a roster player arrives, the pick-up player(s) must be removed immediately. Pickup players must come from their league and age-group to play. If a team consists of less than 10 players, no out is assessed when that spot comes up in the lineup. If a team starts and due to illness or injury a batter is removed from the lineup for the remainder of the game, there is no out assessed when that spot comes up in the order.

Grace Period

A team will be allowed a 10 minute grace period when they have less than 9 players. If a team does have eight players after 10 minutes have passed the original game time, then the game shall be declared a forfeit.

Game Length

Time limits are enforced from when the first pitch is thrown. This time will be recorded by the official scorekeeper and not the umpire.

The length of the game shall be as follows: 5 innings in length or one hour, whichever comes first. Once an inning has started, it must be finished, provided the home team is behind when it is their turn to bat. No new inning shall be started when there is less than 5 minutes remaining in the time limit.

Run Lead

The following run leads will be in effect:
15 run lead after 3 innings; 10 run lead after 4 innings.

Regulation Game

It is a regulation game if 3 or more innings have been completed and the game is called because of darkness, curfew, etc. Any game that is tied at the end of regulation play will not continue past the time limit. The game will be declared a tie and an official game. IF the home team is winning, then the bottom of the inning does not have to be completed after it has reached regulation game status.

Run Limit

The "tie-plus-five" scoring rule shall be in effect for the 7-8 coach pitch softball division. Each team may only score a maximum of 5 runs in the first inning. During the 2nd, 3rd, and 4th innings, the lead team may always score 5 runs even though the lead may be greater than 5. The team that is behind when batting after the first inning may always be able to tie the game and score an additional 5 runs to go ahead by 5. The 5th innings and all additional innings are played as unlimited scoring innings.

Curfew Time

All games must be stopped at curfew times. There are no exceptions. This includes game on non-school fields.

Pitching

The pitcher/coach must start his pitch having one foot within the 12-foot diameter circle starting at the 35 foot pitching rubber. A total of 5 pitches can be thrown. If a batter swings and misses 3 times, the batter is out. The fifth pitch may be fouled or tipped indefinitely. There are no bases on balls or hit by pitcher advancements to first base.

The pitcher/coach needs to leave fair territory when the ball is live. If the pitcher/coach makes contact with a live-batted ball, the ball is dead, play is stopped, and the play will not exist; meaning no pitch counted against the batter. Any intentional interference of a batted ball by a pitcher/coach will result in a dead ball and the batter is out. This shall be at the discretion of the umpire. The pitcher/coach must remain in foul territory until the play is stopped and the umpire awards time. The pitcher/coach must not entice a player to throw them the ball in any way. If this situation occurs, it will result in an out.

The pitcher/player must start the play behind the 35-foot pitching rubber on either side.

Base Paths

All base paths are 60 feet.

Participation Rule

The entire roster of players shall be batted and each player must play the field in every other inning.

Ineligible Players

The use of an ineligible player will result in a forfeit and an indefinite suspension of the coach.

Infield Fly Rule

There is no infield fly rule for this division.

Base Advancement

Base stealing is not allowed. A runner can only advance one base at-risk on an overthrow at 1st or 2nd base. However, the ball is still live and the runner can be thrown out at 2nd base or 3rd base. A runner can ONLY advance home from third on a batted ball or if forced. A runner on third may NOT score because of an overthrow at any base. Umpires will have final judgment on these calls.

A runner advancing to second bases because of an overthrow at first may not continue to third if the ball is subsequently overthrown at second.

The umpire shall call time once the lead runner's progress is stopped. This is a judgment call and cannot be appealed. Baiting throws is not allowed. A runner who baits a fielder into making a throw to a base shall be removed from the base with no out assessed.

If a runner leaves the base before the ball is hit, they are removed from the base but not charged with an out. There is no appeal from the coach. The bases runner is out if they leave the baseline to avoid a tag. This is a judgment call by the umpire and cannot be appealed. The base line is 3 feet and is established by the base runner.

Coaches should encourage base runners to slide (not mandatory) feet first, if the catcher is inside the home plate circle. Coaches are encouraged to have their catcher move out of the circle if there is no play to avoid any incidents. No head first sliding is allowed at any base. **PENALTY:** runner is out. Dive backs are considered a head first slide.

Appeal Plays

No appeal play is necessary. The umpire will call the infraction when the play becomes dead.

Substitution Rule

Does not apply since all players bat and are rotated into the field of play. Substitutions for the pitcher and catcher can be done at anytime they are on base, but are not mandatory. Only one offensive timeout can be called per inning. One defensive timeout may be called per inning during any dead ball situation.

Jewelry

No player is allowed to wear jewelry while playing. This includes watches, necklaces, earrings, bracelets, etc of any kind. Taping over the jewelry is not an option. When it is discovered, the player will be asked to remove it. Failure to do so will result in player being removed from the game.

Equipment

All batters, runners, and on deck batters must wear helmets at all times. **PENALTY:** removal from game for refusal to wear it. Catchers should wear protective equipment: mask, shin guards, chest protector, athletic supporter, throat guard, and catcher's helmet during all practices and games. Rubber molded cleats are mandatory. No steal cleats can be worn.

Cabarrus County Parks Department

Rules Adopted – January 6, 2010

League Coordinators