



CENTERVILLE

CENTERVILLE

BASEBALL

BASEBALL

2008

RULE BOOK

**CENTERVILLE BASEBALL LEAGUE
2008
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CBL HOTLINE 640•2816

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PREFACE

This handbook contains the rules and regulations for the 2008 season of the CENTERVILLE BASEBALL LEAGUE. Every attempt has been made to minimize the number of rules and to make them fair for all participants. We urge everyone to take the time to read this handbook so that there is a clear understanding of the rules and regulations. Any rule not covered by this CBL rule book will be governed by the Ohio High School Baseball Rule Book or the Ohio High School Softball Rule Book.

2008 Season Note: New Rule Changes for 2008 Season are denoted by ** proceeding and following the new rule throughout the document.**

TABLE OF CONTENTS

I.	PURPOSE AND OBJECTIVES.....	1
	General:	1
	Description:	1
II.	ELIGIBILITY RULES	1
	Residency:	1
	Registration:	1
III.	GENERAL LEAGUE STRUCTURE AND RULES	2
	Rules:.....	2
	League Structure:.....	2
	Draft:	3
	Schedule:	3
	Trophies:.....	3
	Tournaments:.....	3
	Non League Activities	3
	Return to Table of Contents Violating Rules:.....	4
	Violating Rules:.....	4
	All Star Games:	4
IV.	RESPONSIBILITIES OF MANAGERS.....	4
	General:	4
	Discipline:.....	5
	Conduct of Coaches:.....	5
	Treatment of Umpires:.....	5
	Profanity:	5
	Player Participation:	5
	Return to Table of Contents Substitution Rule:	6
	Substitution Rule:	6
	Use of Tobacco Products:.....	6
	Field Maintenance:	6
	Game Ball:.....	6
	Managers Absence:.....	7
	Protests:	7
	Rating Forms:	7
	CBL Equipment:.....	7
	**** Scores and Umpires****:	7
V.	PLAYER CONDUCT RULES	8
	Authority:	8
	Tobacco Products:	8
	Participation:.....	8
	Injuries:	8
	Thrown Bat:.....	8
VI.	PLAYER EQUIPMENT RULES	9
	Uniforms:.....	9
	Spikes:	9
	Protective Equipment - General:	9
	Protective Equipment - Specific:	9
	Bat Limitations:	9
VII.	GENERAL RULES	10
	Playing Area:	10
	On Deck Circle:	10
	Field Conditions:	10
	Hazardous Conditions:	10
	Ground Rules:.....	11

Run Rule:.....	11
Return to Table of Contents Time Limits:.....	12
Time Limits:.....	12
Double Headers:.....	12
Legal Game:.....	12
Return to Table of Contents Official Game:.....	13
Official Game:.....	13
Access to Fields:.....	13
Forefeits:.....	13
Substitutions:.....	13
Legal Team:.....	14
Batting Order:.....	14
Defensive Position:.....	14
Contact Rule:.....	14
Safety Bases:.....	14
Charged Conferences:.....	15
Incomplete Game:.....	15
VIII. BOYS CLASS C LEAGUE RULES (Grades 9 through 12).....	15
Player Participation:.....	15
Legal Game:.....	15
Pitching:.....	15
Outfielders:.....	15
Legal Team:.....	15
Maximum Runs:.....	16
IX. BOYS CLASS E LEAGUE RULES (Grades 7 and 8).....	16
Player Participation:.....	16
Legal Game:.....	16
Pitching:.....	16
Outfielders:.....	16
Legal Team:.....	16
Maximum Runs:.....	16
X. BOYS CLASS F LEAGUE RULES (Grades 5 and 6).....	16
Player Participation:.....	17
Legal Game:.....	17
Pitching:.....	17
Outfielders:.....	17
Maximum Runs:.....	17
XI. BOYS CLASS H LEAGUE RULES (Grade 4).....	17
Player Participation:.....	17
Legal Game:.....	17
Legal Team:.....	17
Infield Outs:.....	18
Pitching:.....	18
Maximum Runs:.....	18
Stealing:.....	18
Third Strike:.....	18
XII. BOYS ROOKIE LEAGUE RULES (Grade 3).....	18
Player Participation:.....	18
Legal Game:.....	18
Stealing:.....	19
Legal Team:.....	19
Infield Outs:.....	19
Pitching Limits:.....	19
Walks:.....	19
Bunting:.....	20
Infield Fly:.....	20

Third Strike:.....	20
Maximum Runs:	20
Pitching Position:.....	20
XIII. BOYS COACH PITCH LEAGUE RULES.....	20
Substitutes:	20
Player Participation:	20
B. Playing Rules:.....	20
Time at Bat:	20
Manager/Pitcher:	21
Fielding Pitcher:	21
Bunting:	21
Thrown Bat:.....	21
Infield Outs:.....	21
Legal Game:	21
Pitching:.....	21
Field Maintenance:	21
On Deck Batter:	21
Foul Lines and Pitchers Circle:.....	21
Batting Helmets:	22
Fair Ball:.....	22
Stealing:.....	22
Play Stoppage:.....	22
Maximum Runs:	22
SPECIAL POINTS OF INTEREST FOR INTER-COMMUNITY SOFTBALL PLAY:.....	23
XIV. GIRLS MAJOR LEAGUE RULES.....	23
Player Participation.....	23
Legal game	23
Pitching:.....	23
Lead Offs:.....	23
Bunting:	23
Maximum Runs:	24
Look Back Rule:.....	24
Third Strike:.....	24
XV. GIRLS MINOR LEAGUE RULES.....	24
Player Participation:	24
Legal Game:	24
Legal Team:.....	24
Pitching:.....	24
Stealing:.....	24
Dropped Third Strike:.....	24
Bunting:	24
Maximum Runs:	25
Look Back Rule:.....	25
XVI. GIRLS ROOKIE LEAGUE RULES	25
Player Participation:	25
Legal Game:	25
Pitching:.....	25
Stealing:.....	25
Dropped Third Strike:.....	25
Bunting:	25
Maximum Runs:	26
Walks:.....	26
Hit By Pitch:	26
Look Back Rule:.....	26
Regulation Ball:.....	26
A. Player Participation:.....	26

Player Participation:	26
B. Playing Rules:	26
Time at Bat:	27
Batting Order:	27
Field Maintenance:	27
On Deck Batter:	27
Foul Lines and Pitchers Circle:.....	27
Helmets:.....	27
Infield Out:	27
Legal Game:	27
Manager/Pitcher:	27
Fielding Pitcher:	27
Return to Table of Contents Bunting:.....	28
Bunting:	28
Thrown Bat:.....	28
Fair Ball:.....	28
Stealing:	28
Play Stoppage:	28
Catcher:.....	28
Maximum Runs:	28
XVIII. FIELD DIMENSIONS.....	29
BASEBALL	29
SOFTBALL.....	29

THE CENTERVILLE BASEBALL LEAGUE

RULES & REGULATIONS

2008

I. PURPOSE AND OBJECTIVES

The purposes of the Centerville Baseball League (CBL) are:

General:

1. To provide boys baseball and girls softball for as many children as possible in our community.

Description:

2. To teach basic knowledge of the games and to develop character in the children by teaching them to play together fairly, abide by the rules and to win and lose like sportsmen.

II. ELIGIBILITY RULES

Residency:

1. All children who are residents of, or attending school in, Washington Township and/or Centerville are eligible to play in the Centerville Baseball League.

Other children will be considered based upon team vacancies up to a maximum of 15% of the players in each league.

Late registration may be accepted after the registration cutoff date subject to the approval of the League Director and will be assessed a \$10.00 late fee.

Registration:

2. No player will be assigned to any team until that player is approved by the League Director. To be approved, the player must complete all registration forms, submit any payment required and be added to the league roster. The league roster must be distributed to all managers before the player is eligible to play.

III. GENERAL LEAGUE STRUCTURE AND RULES

Rules:

1. The 2008 Official High School Baseball Rules will be used for boys baseball except as noted in the individual league rules. The 2008 Official High School Softball Rules will be used for girls softball except as noted in the individual league rules that follow.

League Structure:

2. Each league will be structured as follows:

BOYS

1. Coach Pitch League: Boys who are in grades 1 & 2.
2. Rookie League: Boys who are in grade 3.
3. Class H League: Boys who are in grade 4.
4. Class F League: Boys who are in grades 5 & 6.
5. Class E League: Boys who are in grades 7 & 8.
6. Class C League: Boys who are in grades 9 through 12.

GIRLS

1. Coach Pitch League: Girls who are in grades 1 & 2.
2. Rookie League: Girls who are in grades 3 & 4.
3. Minor League: Girls who are in grades 5 & 6.
4. Major League: Girls who are in grades 7, 8, & 9.

The League Commissioner, based on the analysis of registration and upon approval of the Board, may make recommendations to restructure the League as required.

The above descriptions for the leagues apply in general. League assignments will be made in the best interest of the particular child as determined by league officials based on his or her playing ability.

Draft:

3. All leagues except **Class C league**, Boys/Girls Coach Pitch and Boys Rookie will be set up and picked by a draft system. The coaches of each league will meet on a specific date and draw for their teams. These draws will be overseen by the coordinators of each league. Any player interested in playing in the Rec program must be included in the draft or they may not play on a Rec team. After teams are formed, any newly registered players will be assigned to a team by the coordinator's determination. Each coach will be allowed to freeze his/her own child, and the child of one assistant coach –ONLY unless otherwise determined by the Commissioner and League Coordinator, or his designee. Boys/Girls Coach Pitch and Boys Rookie Leagues will be set up at the League Coordinator's discretion. In Class C league, the Board of Directors will determine the method of selecting players for each team on a yearly basis.

Schedule:

4. **All baseball leagues except Coach Pitch and Rookie will have at least an 18 game schedule and the Coach Pitch and Rookie Leagues will have at least a fourteen (14) game schedule. Girls Major and Minor softball leagues will have at least a 14 game regular season schedule and Girls Rookie and Coach Pitch softball leagues will have at least a 12 game regular season schedule. The Girls Major, Minor, and Rookie league seasons will be followed by a double elimination tournament. There is no set number of games guaranteed in any of the league regular seasons and games that are rained out will not be made up.**

Trophies:

5. Trophies or like awards will be determined annually by the Board of Directors. Final determination of playoff and championship criteria will be determined by the Board at the May Board meeting. For Baseball - Division winners and for leagues with post season tourneys 1st and 2nd place awards shall be awarded additionally. For Softball – League and Division Champions awards shall be awarded.

Tournaments:

6. The CBL may sanction participation in outside baseball or softball tournaments with prior authorization from the Board of Directors. Pitching limitations must be observed.

Non League Activities

7. The name of the CBL, its equipment, uniforms or other property may not be used or associated with non-league activities unless authorized in writing by the Board of Directors.

Violating Rules:

8. Managers, coaches and Board members who violate the CBL rules will be subject to review by the Board and may be released from their duties.

Players who violate league rules are subject to suspension by the League Commissioner until the next Board meeting and for the remainder of the season, and post season play if such suspension is warranted by the determination of the Board.

All Star Games:

9. An All-Star game will be held in those Leagues as determined annually by the Board of Directors. If an All-Star game is to be held, the following rules shall apply:
 - A. Playing rules will be the same as CBL League Rules except all pitchers will be limited to six (6) consecutive outs per game, there will be no time limit and each game will consist of seven innings;
 - B. All-Star players for each league are to be selected **as follows: (a) two (2) players from each team will be selected** by a secret ballot vote of the players on each team; **(b) the remaining players to be selected from each team will be selected by the manager of each team.** All-Star rosters will be made up of 12 to 20 players representing competing divisions within a given league. All teams must be represented on an equal basis. Exact team roster size and number of participants from each team will be determined by the League Coordinator;
 - C. All-Star Managers will be selected as determined by the league coordinator and managers. The balance of the managers may serve as coaches.

IV. RESPONSIBILITIES OF MANAGERS

Every effort has been made by the directors of the program to select managers with the ability to teach the children good-sportsmanship, develop character and develop basic knowledge of the game. Some specific responsibilities are:

General:

1. The manager must realize that he or she has three (3) primary responsibilities:
 - A. To do everything possible to encourage the participation and enjoyment of each registered player.
 - B. To teach and develop baseball or softball skills.

- C. To protect the children from permanent injury frequently caused by improper playing and throwing techniques, e.g. curve balls, knuckleballs, etc.

Discipline:

- 2. A player may be disciplined by being benched for any scheduled game. The opposing manager must be notified before the game begins or the player must play in the game.

Conduct of Coaches:

- 3. The manager must be in complete charge of his coaches and players at all times and is responsible for the instruction and enforcement of all CBL rules and protection of CBL equipment.

Treatment of Umpires:

- 4. Managers, coaches or players must not argue with or be abusive toward umpires before, during or after games. They may question interpretation of the rules but not a judgement call. The manger must also ensure that abusive language and unsportsmanlike conduct directed at umpires and other teams is completely eliminated on the part of his or her players and coaches. An umpire may remove from the game and park any manager, player or coach for use of abusive language or unsportsmanship conduct.

Any coach or player ejected from a game by an umpire shall also be suspended for one (1) additional game. It shall be the responsibility of the League's Commissioner and Coordinator to ensure enforcement of this Rule.

According to the Centerville-Washington Park Rules and regulations, "Umpires are authorized to order any person violating any of the provisions of these regulations to leave the park. No person shall fail to obey such an order,"

Profanity:

- 5. Profanity will not be tolerated and will be cause for immediate ejection from the game. Any parent or spectator who is abusive toward umpires can cause their team to forfeit the game if not controlled by the manager after the first warning from the umpire.

Player Participation:

- 6. Every child must participate in each game in accordance with the specific league rules.

Substitution Rule:

7. Substitutes may be used only when there are less than the normal number of players regularly fielded in that league at game time. In baseball, nine (9) for the older leagues and ten (10) for the younger leagues. In all leagues substitutes may come from teams in the same league or from a team in the next lower league as needed. No substitutes from outside the CBL will be allowed, A maximum of three (3) substitutes may be used in the leagues normally fielding nine (9) players and a maximum of four (4) substitutes may be used in the leagues normally fielding ten (10) players. **For tournament games, substitutes may be obtained from a team in the same League or next lower league as needed**

The subs must be used in the outfield and bat in the last position(s) of the lineup, unless both managers otherwise agree. All leagues must have six (6) team members and eight (8) total players present to start a game. Regular team members who arrive late must bat at the end of the batting order. In the event that the late arriving player misses their first turn (last in the order) at bat in the order, that player may not enter the game. In the event of late arriving players, substitutes will continue to play after the game has started.

Players playing only on a CBL sponsored select team, but not on a regular CBL recreation team, cannot be used as a substitute. Individuals playing only on a non-CBL sponsored select team, cannot be used as a substitute in a recreation league.

Use of Tobacco Products:

8. The use of tobacco or controlled substances is prohibited by anyone on the playing area or in the dugouts.

Field Maintenance:

9. **** The managers have the responsibility to see that the players police the area after the game. The WINNING team manager or other responsible **ADULT** is responsible for returning the bases to the field box and making sure the box is organized and locked after each game unless another team is waiting to play. Additionally, the winning manager is responsible to rake and tamp holes dug into pitchers mounds and batters boxes before the next game or if the last game of the day. ****

Game Ball:

10. One game ball will be provided by the home team in all leagues. The visiting team will provide a new game ball if available or a good used game ball.

Emergency Procedures:

11. If a player is injured and requires professional assistance, immediately contact:
 - A. Washington Township Fire Department (911).
 - B. The child's parent(s) or guardian(s).
 - C. Your League Coordinator. A manager is responsible to file an accident report for each injury with the League **Commissioner**. All reports must be kept on file as a record of injuries by the League **Commissioner**

Managers Absence:

12. If a manager must leave his team in the hands of an assistant for a scheduled game, the League Coordinator must be notified of the name, address and phone number of the person in charge prior to the game.

Protests:

13. **PROTESTS**, If a manager desires to protest a rule interpretation and not a judgement call on the part of the umpire, the protest must be made known to the umpire prior to the next pitch. The protest shall be filed in writing with the Coordinator of the respective league within twenty-four (24) hours of the completion of the game. The Rules Committee shall review the protest and strive to return a decision within one (1) week from the date of the protest. If the protest is upheld, the game will be restarted from the point of the protest. All protests must be accompanied by a twenty-five (\$25) protest fee which will be refunded if the protest is ruled in favor of the manager. All decisions of the rules committee are final.

Rating Forms:

14. CBL managers must turn in their rating forms at a date designated (prior to the post season tournament) by the **Ratings Coordinator OR THEIR TEAM WILL NOT BE ELIGIBLE TO PLAY IN THE POST SEASON TOURNAMENT!**

CBL Equipment:

15. Managers must turn in all CBL equipment to the equipment shed by the date designated by the CBL. Failure to do so in a timely manner will eliminate that person from coaching in any capacity the next year!

Scores and Umpires:

16. Winning managers are responsible to report game scores and umpire attendance to the league coordinators per league guidelines for the respective season

V. PLAYER CONDUCT RULES

The following rules apply to all children playing in the CBL:

Authority:

1. When playing in a scheduled game, the umpire is the final authority. He can eject a player for using profanity, horseplay or unsportsmanlike conduct. At all times the manager has final authority, The player must respect his/her instructions or the player may be benched or dismissed from the team upon review by the Board of Directors.

Tobacco Products:

2. The use of tobacco or controlled substance is prohibited by anyone on the playing area or in the dugouts.

Participation:

3. All players are to report to all games or practices as scheduled regardless of weather conditions unless otherwise notified. Failure to consistently report as requested without a reasonable excuse will be considered sufficient reason for the manager to request the player's dismissal by the Board of Directors.

Injuries:

4. Any injury or accident which occurs at a game or practice session is to be reported immediately to the manager by the player, and to the League Coordinator by the manager.

Thrown Bat:

5. The throwing (slinging) of a bat shall not be tolerated. On the first occasion during any game, the team shall be given a warning. On the second occasion by any player, regardless if that player was the player who threw the bat on the first occasion, the player shall be called out and the team shall be given a second warning. On the third occasion during the same game, the player who throws the bat, regardless if that player had thrown the bat previously during that game, shall be called out and is subject to ejection from the game in the discretion of the umpire.

VI. PLAYER EQUIPMENT RULES

Uniforms:

1. Uniforms are the property of the CBL. Each player is responsible for keeping his/her uniform clean and in good repair. Uniforms shall not be used for practices, but may be worn for scheduled practice games. The player must be in complete uniform to play a scheduled game. This includes a CBL team baseball cap or visor (if required by that league), CBL jersey, and unaltered baseball pants. A CBL team baseball cap will not be provided to the Class C League. The jersey must be tucked into the pants before a player is allowed to bat or play in the field. The umpire's discretion will be used in enforcing this rule.

Spikes:

2. Metal spikes are permitted in the Class **E and C** Leagues only.

Protective Equipment - General:

3. It is required that all boys wear athletic supporters and cups for both practice and league games.

Protective Equipment - Specific:

4. It is required that all catchers wear a catcher's helmet, mask with throat protector, chest protector, shin guards, athletic supporter and protective cup in all baseball leagues. It is required that all catchers wear a catcher's mask, catcher's helmet, throat protector, chest protector and shin guards in the softball leagues. A player is required to wear a mask to warm up a pitcher in the softball and baseball leagues.

Batters, are required to wear-the full helmet as furnished by the league in batting practice as well as during games. The same helmet is to be worn on the bases. Baseball players shall not be allowed to wear shorts in practice or scheduled games.

Bat Limitations:

5. Except for Class E and Class C leagues, there will be no limitation on bat size or weight of bats in the CBL. In Class E and Class C leagues the limitation on bat size shall be a minus three (-3). For the 2006 Baseball/Softball season, other bats not meeting this limitation may be used with permission of the league commissioner.

VII. GENERAL RULES

Playing Area:

1. The official playing area shall be bounded by the backstop and imaginary lines extended from the ends of the backstop and running parallel to the foul lines. In fields without fences, the relation of the ball, not the fielder, to the imaginary line will determine it being judged in play.

On Deck Circle:

2. In all leagues, the on deck circle shall be marked clearly and used by the on deck batter. If there is no on deck circle marked, the on deck batter shall stay a reasonable and safe distance from the batting area.

Field Status/Conditions:

3. **** The Centerville-Washington Park District is responsible for making field status decisions. Field status decisions for baseball will be made by:
 - 4:15 p.m. on weekdays
 - 8:00 a.m. on Saturdays
 - 10:00 a.m. on Sundays

Field status can be checked by clicking on “Field Status” at www.cwpd.org or by calling 433-2524.

If the Park District posts “game time decision”, the decision will be made by the two managers and the plate umpire with each having one (1) vote and majority of the three (3) votes ruling to play. ****

Hazardous Conditions:

4. **** When hazardous weather conditions threaten the safety and health of the players, the game shall be suspended until the conditions have subsided. At that time the umpire may resume the game. The umpire shall wait a minimum of thirty (30) minutes before calling a game unless the managers agree to terminate earlier. Any **tournament or** playoff game stopped by rain, **darkness or any other reason** will be considered **postponed/ suspended and** resumed at the point of delay.

- **Evacuation**—If **lightning** is imminent or a **thunderstorm** is approaching, all personnel, athletes and spectators shall evacuate to available safe structures or shelters. A list of the closest safe structures shall be announced and posted at all athletic venues.
- **Thirty-Minute Rule** — Upon the first indication that thunderstorm development is within fifteen miles of the contest, the contest official shall suspend the competition until 30 minutes after the storm has left this 15 mile zone. **Any subsequent lightning or thunder after the beginning of the 30-minute count shall reset the clock and another count should begin.** ****

Ground Rules:

5. When the safety of the players is involved, ground rules may be changed if agreed to by the umpires and managers prior to the start of the game.

Run Rule:

6. If either the home team or the visiting team is behind by **thirteen (13)** or more runs after five (5) or more times at bat, the game will be considered complete in all leagues except Boys/Girls Coach Pitch.

Time Limits:

7. TIME LIMITS

BOYS

LEAGUE	WEEKDAYS	WEEKENDS
COACH PITCH	1.75 hours	2 hours
ROOKIE LEAGUE	2.0 hours	2 hours
CLASS H	2.0 hours	2 hours
CLASS F	2.0 hours	2 hours
CLASS E	2.5 hours	2 hours
CLASS C	2.5 hours	2.5 hours

GIRLS

LEAGUE	WEEKDAYS	WEEKENDS
COACH PITCH	1.5 hours	1.50 hours
ROOKIE	2 hours	2 hours
MINOR	2 hours	2 hours
MAJOR	2 hours	2 hours

For purposes of determining the time limit, a new inning will be considered to have started upon the execution of the third out of the previous inning, or the sixth run crossing the plate in those leagues with a sixth run per inning rule. The umpire's watch will be the official time. There will be no time limit on All-Star, Tournament or play off games.

Double Headers:

8. When weeknight doubleheaders are scheduled, in both games no new inning shall start after two (2) hours. Under no circumstances shall any game continue after 10:30 p.m. **In Class C League, when weekend doubleheaders are scheduled, in both games no new inning shall start after 2.5 hours.**

Legal Game:

9. A complete game shall consist of six (6) or seven (7) innings, depending on the league involved. In a game called for any reason other than time limit, four (4) innings shall constitute a legal game and the losing team must have completed four (4) times at bat. In case of a time limit, the game is legal after the losing team has had its turn at bat. A legal game that ends in a tie can be continued if that game will break a tie in the final league standings. All such games will be continued from the point at which they were stopped.

Official Game:

10. If the scheduled umpire(s) fails to appear, the game played will only be an official game if both managers agree prior to the start of the game on how the game is to be umpired.

Access to Fields:

11. Scheduled teams shall have access to the playing field one (1) hour prior to the start of the first game unless the field is being prepared for the game by the field maintenance personnel. For safety reasons, no batting practice shall be held anywhere in the park twenty (20) minutes prior to game time.

Forefeits:

12. A manager shall have up to fifteen (15) minutes after the scheduled time of his game to field a team of eligible players or forfeit the game, (See Rule IV – [Substitution Rule](#), for number of players required).

Substitutions:

13. Each participant must play three (3) innings in each six (6) or seven (7) inning game with two (2) innings of participation occurring within the first four (4) innings. Additionally, each participant must play two (2) innings in the infield for each six (6) or seven (7) inning game, there being no requirement to play each participant two (2) innings in the infield when the game is five (5) innings or less. A violation of this rule will not be subject to a protest; however, a warning shall be given to the manager for the first rule violation and the removal of the manager for the rest of the year for a third violation of this rule. **A violation in tournament will be protested to the league Commissioner and be subject to the Commissioners decision of the team being removed from the tournament, if so warranted.**

Substitutions must be made prior to the start of new innings on defense. However, pitchers may be substituted from the bench or the field at any time. In Baseball Leagues, once a player is removed from the pitching position, the player may not return to the pitching position in the game. Penalty for violating this rule shall be forfeiting of that game. In the Softball Leagues, if the starting or any relief pitcher is removed during any game, the manager shall be permitted to remove her from the pitching position for a minimum of three outs and then later return her to the pitching position as long as she does not pitch more than the innings (outs) allowed for that league. She may re-enter pitching position only one (1) time. Also if a pitcher hits three (3) batters in one inning, that pitcher shall be removed from the pitching position and permitted her one re-entrance at pitcher pursuant to guidelines above, provided she has not already re-entered at the pitching position. The penalty for violating either of these two (2) special rules for the Softball Leagues shall be forfeiting of that game.

Legal Team:

14. All teams must bat through the entire roster. Substitutes must bat at the end of the batting order following the regular players. (Exception: Rule IV, [Substitution Rule](#))

Batting Order:

15. In all leagues, when a player is injured or unable to continue playing and is removed from the game, another player can come in off the bench and take the injured player's place in the field. If a player is injured or unable to continue during his or her bat and removed from the game, the batter who made the last out comes to the plate and assumes the injured batter's count. The injured batter from that point on is skipped in the batting order unless he or she is later able to participate, when he or she shall assume his or her prior batting order position.

Defensive Position:

16. When a defensive player has the ball and is waiting for the runner, and the runner remains on his feet and crashes into the defensive player, the runner will be declared out. If in the umpire's judgement, contact was made deliberately, the player shall be ejected from the game. The intention of this rule is to encourage the players to slide. Any player or coach ejected from a game shall be suspended for the next played game.

Contact Rule:

17. When a defensive player blocks the runner from the base without the ball and the runner slides, he will be awarded the base due to obstruction. If the ball and the runner arrive simultaneously, the call will be based on the umpire's judgement. If the runner fails to slide and contact is made, other than incidental, the runner will be called out. If there is no slide, but there is no contact, there will be no violation of this rule.
 - A. This rule does not apply at first base. There is no requirement to slide at first base.
 - B. Malicious contact at first base will still be grounds to be called out, ejected, or both.

Safety Bases:

18. For any fields using a safety base (two first bases), the batter/runner should use the base in foul territory when running through the base in an attempt to beat out a close play at first base. When running out an extra base hit, the batter/runner should use the base in fair territory. No runners should be called out for touching the wrong base. This safety base is added for safety purposes only.

Charged Conferences:

19. With the exception of the Boys/Girls Coach Pitch and Boys/Girls Rookie League, required pitching changes will be based on "Defensive Charged Conferences." A Defensive Charged Conference will be defined as occurring when time is called for the purpose of a conference by a manager or coach with any defensive player. A second such charged conference in an inning with the same player on the mound will result in that player's removal from the pitching position. Time granted for an obviously incapacitated player shall not constitute a charged conference. There shall be no limit on the number of offensive charged conferences.

Incomplete Game:

20. An incomplete game, which has been called because of weather or other reasons except time limit, and has not attained sufficient innings to be declared a legal game, will be considered a rain-out. Makeups are subject to the general rule on in [Section III, Schedule](#).

VIII. BOYS CLASS C LEAGUE RULES (Grades 9 through 12)

Player Participation:

1. Every child who shows must participate in each game unless injured, sick, ejected or disciplined by his coach.

Legal Game:

2. A complete game shall consist of seven (7) innings. Four (4) innings shall constitute a legal game and the losing team must have at least four (4) complete times at bat.

Pitching:

3. There is no limit on the number of innings a pitcher can pitch. A player cannot reenter as a pitcher in the same game. (See [General Rules VII - Substitutions](#))

Outfielders:

4. This league will play with (3) outfielders unless otherwise designated by the Commissioner.

Legal Team:

5. Nine players shall constitute a team, but teams shall be permitted to play with eight (8) players.

Maximum Runs:

6. The batting team may score a maximum of six (6) runs per inning. After six (6) runs have been scored in one inning, all play is stopped and the fielding team becomes the batting team. This rule shall apply to all innings, of each game, including the last inning.

Player sharing:

7. **** A team which can't produce the minimum number of required players to play the game may with the **AGREEMENT** of the opposing coach, borrow up to (2) players to keep from forfeiting the game. This allows both teams to continue play of the game. **C-League ONLY ******

IX. BOYS CLASS E LEAGUE RULES (Grades 7 and 8)

Player Participation:

1. Every child who shows must participate in each game unless injured, sick, ejected or disciplined by his coach,

Legal Game:

2. A complete game shall consist of seven (7) innings. Four (4) innings shall constitute a legal game and the losing team must have at least four (4) complete times at bat.

Pitching:

3. Pitchers are permitted to pitch no more than twelve (12) consecutive outs per game. (See [General Rules VII - Substitutions](#))

Outfielders:

4. This league will play with three (3) outfielders unless otherwise designated by the Commissioner.

Legal Team:

5. Nine (9) players shall constitute a team, but teams shall be permitted to play with eight (8) players.

Maximum Runs:

6. The batting team may score a maximum of six (6) runs per inning. After six (6) runs have been scored in one inning, all play is stopped and the fielding team becomes the batting team. This rule shall apply to all innings, of each game, including the last inning.

X. BOYS CLASS F LEAGUE RULES (Grades 5 and 6)

Player Participation:

1. Every child who shows must participate in each game unless injured, sick, ejected or disciplined by his coach.

Legal Game:

2. A complete game shall consist of seven (7) innings. Four (4) innings shall constitute a legal game and the losing team must have at least four (4) complete times at bat.

Pitching:

3. Pitchers are permitted to pitch no more than twelve (12) consecutive outs per game. (See [General Rules VII - Substitutions](#))

Outfielders:

4. It will be mandatory to field four (4) outfielders as long as a team has ten (10) or more players present, Ten (10) players shall constitute a team, but teams shall be permitted to play with eight (8) players.

Outfielders must play a reasonable distance behind any base (usually at the edge of the outfield grass).

Maximum Runs:

5. The batting team may score a maximum of six (6) runs per inning. After six (6) runs have been scored in one inning, all play is stopped and the fielding team becomes the batting team. This rule shall apply to all innings, of each game, including the last inning.

XI. BOYS CLASS H LEAGUE RULES (Grade 4)

Player Participation:

1. Every child who shows must participate in each game unless injured, sick, ejected or disciplined by his coach.

Legal Game:

2. A complete game shall consist of six (6) innings, Four (4) innings shall constitute a legal game and the losing team must have batted at least four (4) complete times at bat.

Legal Team:

3. It will be mandatory to field four (4) outfielders as long as a team has ten (10) or more players present. Ten (10) players shall constitute a team, but teams shall be permitted to play with eight (8) players.

Infield Outs:

4. Outfielders must play a reasonable distance behind any base, as determined by the umpire prior to the game. A reasonable distance is typically the edge of the outfield grass. Any batted ball fielded by any outfielder must be thrown to an infielder to produce an out in the infield, The intent of this rule is to teach outfielders to throw the ball to the infield.

Pitching:

5. Pitchers are permitted to pitch no more than nine (9) consecutive outs per game. (See [General Rules VII - Substitutions](#))

The pitcher at the end of an inning is credited with the number of outs that he had the opportunity to obtain regardless of whether he got that number of outs.

Maximum Runs:

6. The batting team may score a maximum of six (6) runs per inning. After six (6) runs have been scored in one inning, all play is stopped and the fielding team becomes the batting team. This rule shall apply to all innings of each game, including the last inning.

Stealing:

7. Base runners are not permitted to lead off and cannot leave the base until the ball crosses the plate, The base runner shall be called out for violating this rule subject to the umpire's discretion. In this league stealing is allowed only on a pitched ball and only after the ball crosses the plate, including the stealing of home. Base runners shall not be able to advance on a throw from the catcher to the pitcher after a pitched ball.

Third Strike:

8. If the catcher drops the ball on the third strike, the batter is still out and may not advance to first base.

XII. BOYS ROOKIE LEAGUE RULES (Grade 3)

Player Participation:

1. Every child who shows must participate in each game unless injured, sick, ejected or disciplined by his coach.

Legal Game:

2. A complete game shall consist of six (6) innings. Four innings shall constitute a legal game and the losing team must have batted at least four (4) complete times.

Stealing:

3. Stealing of 2nd or 3rd base is allowed, but runner may gain only the one base he is attempting to steal (no advancement on overthrow). There is no stealing while a coach is pitching. There is no stealing of home at anytime. Base runners are not permitted to lead off and cannot leave the base until the ball crosses the plate, The base runner shall be called out for violating this rule subject to the umpire's discretion. In this league stealing is allowed only on a pitched ball. On a batted ball, a base runner can continue to advance until, the ball has been returned to an infielder who has possession and calls time out and time out is granted by the umpire. The game remains live until the umpire has called time or has declared the ball out of play.

Legal Team:

4. It will be mandatory to field four (4) outfielders as long as a team has ten (10) or more players present. Ten (10) players shall constitute a team, but teams shall be permitted to play with eight (8) players.

Infield Outs:

5. Outfielders must play on the edge of the outfield grass. Any batted ball fielded by any outfielder must be thrown to an infielder to produce an out in the infield. The intent of this rule is to teach outfielders to throw the ball to the infield.

Pitching Limits:

6. Pitchers are permitted to pitch no more than nine (9) consecutive outs per game. (See [General Rules VII - Substitutions](#)) The pitcher at the end of the inning is credited with the number of outs that he had the opportunity to obtain regardless of whether he got that number of outs.

Walks:

7. There shall be NO WALKS in this instructional league. If a batter receives a ball four (4) count, the manager/coach of the hitting team shall pitch a maximum of three pitches to the batter. The strike count will continue from its previous point when, the ball four (4) count was achieved, and umpires will continue to call strikes. If a player fails to hit a fair ball within the three (3) pitches delivered by the manager/coach, the batter shall be considered out and the next batter shall advance to the plate. If the batter receives a third strike within the three pitches, the batter shall also be out and the next batter shall advance to the plate. If the manager/pitcher interferes with the fielding play, the batter or runner shall be declared out. The object of this rule is to:
 - A. Further develop the batter's skills of eye hand coordination.
 - B. Make the fielders and runners play from a live ball.

While there are no walks in this league, if a batter is hit by a pitched ball from a player, the batter shall be awarded first base. No such award shall be made if a batter is hit by a pitched ball made by the manager/coach of a hitting team. .

Bunting:

8. Bunting is allowed in this league, except when the manager/coach of the hitting team is pitching.

Infield Fly:

9. There will be no infield fly rule in this league.

Third Strike:

10. If the catcher drops the ball on the third strike, the batter is still out and may not advance to first base.

Maximum Runs:

11. The batting team may score a maximum of six (6) runs per inning. After six (6) runs have been scored in one inning, all play is stopped and the fielding team becomes the batting team.

Pitching Position:

12. When a manager/coach comes in to pitch, the pitcher must stay in the pitcher fielding position.

XIII. BOYS COACH PITCH LEAGUE RULES

A. Player participation:

Substitutes:

1. Ten players shall play in the field for each team if 10 or more are present. Teams are allowed to play 2 players short. A maximum of four (4) substitutes may be used from other teams to make 10 players. The substitutes must play in the outfield and bat last. If less than six (6) team members are on the field at game time, the game is forfeited.

Player Participation:

2. Every child who shows must participate in each game unless injured, sick, ejected or disciplined by his coach.

B. Playing Rules:

Time at Bat:

1. No balls or strikes shall be called. A maximum of seven (7) pitches may be thrown to each batter. If a batter fails to hit a fair ball within the seventh pitch/swing, the batter will be called out.

Manager/Pitcher:

2. The manager/pitcher shall remain in the eight (8) foot pitcher's circle. The manager/pitcher will make every attempt to avoid touching a ball or interfering with a player. If a batted ball hits the manager/pitcher, the ball is dead and the pitch is to be taken over.

Fielding Pitcher:

3. The fielding team will have a fielding pitcher standing with both feet in the pitcher's circle to either side of the manager /pitcher. If,-the manager/pitcher interferes with the fielding play, the batter or runner shall be declared out.

Bunting:

4. The batter must take a full swing. A batter bunting or intentionally taking a partial swing will be called out.

Thrown Bat:

5. A batter throwing his bat is subject to the rules set forth in Article V, paragraph 5.

Infield Outs:

6. Outfielders must play a reasonable distance behind any base.

Any batted ball fielded by an outfielder must be thrown to an infielder to produce an out in the infield. The intent of this rule is to teach outfielders to throw the ball to the infield.

Legal Game:

7. A complete game shall consist of six (6) innings. Four (4) times at bat for the losing team constitutes a legal game.

Pitching:

8. The baseball manager or his designee, of the batting team shall pitch from the pitching rubber. The manager may pitch either underhand or overhand, depending upon the ability of the batter.

Field Maintenance:

9. The players of both teams are to clean up the area around the ball diamond after each game.

On Deck Batter:

10. Only one (1) player is permitted in the on deck circle.

Foul Lines and Pitchers Circle:

11. The foul lines shall be limed and extended ten (10) feet beyond first and third base. A circle, eight (8) feet in diameter, shall be limed around the pitching rubber.

Batting Helmets:

12. Helmets provided by the League shall be worn for batting and for base running.

Fair Ball:

13. Since there is no arc in front of home plate, any ball hit in front of home plate shall be a fair ball and it should be played as any other fair ball.

Stealing:

14. Base runners are not permitted to leave their bases until the ball crosses the plate. Runners doing so will be called out. The infield fly rule is not in existence in this league. Base stealing is not permitted in this league and no advancing on a wild pitch or a passed ball by the catcher. A runner may score ONLY from a batted ball. Even if a play is made on a runner at third base, the runner may NOT score.

Play Stoppage:

15. Runners may only advance one base if the batted ball does not leave the infield. If the ball reaches the outfield, the runners may continue to advance until the ball is returned to the infield in the hand of the an infielder. At this point, the umpire shall call time so that no runners can advance or attempt to advance after the call by the umpire. Runners not yet half way to the next base will be sent back to the previous base.

Maximum Runs:

16. The batting team may score a maximum of six (6) runs per inning. After six (6) runs have been scored in one inning, all play is stopped and the fielding team becomes the batting team.

SPECIAL POINTS OF INTEREST FOR INTER-COMMUNITY SOFTBALL PLAY:

The CBL rulebook was chosen as the common set of rules at least for the first year of this inter-community play. For the non-CBL communities, please do not be offended by the frequent references to CBL and Centerville-Washington Township. Many changes have been made to softball related content to facilitate all communities involved, but a wholesale change was determined not feasible at this point.

The following general rules obviously apply only to CBL players, coaches, and managers: [Section II \(all\)](#); Section IV, art. [3](#), [6](#), [7](#), [14](#), [15](#).

In Section IV, art. 7, substitutes may be acquired league wide from the other participating communities. No substitutes from outside the participating communities will be allowed.

Each community is responsible for fielding, uniforming, and equipping its own equally skilled teams for this inter-community play. Games will be played on the home team's community fields with that community's umpires. Each community's commissioners will continue to handle responsibilities within their community. Any items that may involve multiple communities, such as rule interpretation, protests, disciplines, suspensions, will be handled jointly by all the community commissioners for that league and any other community officers as required.

XIV. GIRLS MAJOR LEAGUE RULES

Player Participation

1. Every child who shows must participate in each game unless injured, sick, ejected or disciplined by her coach. (See Rule 13 on Page 9 for minimum participation requirements).

Legal game

2. A complete game shall consist of seven (7) innings. Four (4) innings or time limit shall constitute a legal game and the losing team must complete its times at bat in the last inning .

Pitching:

3. Pitchers are permitted to pitch no more than twelve (12) outs per game. Pitchers are allowed one re-entry. Pitchers must be removed after hitting 3 batters in one inning and are subject to the one re-entry rule. (See [General Rules VII - Substitutions](#)).

Lead Offs:

4. Stealing is allowed in this league when the ball leaves the pitchers hand.

Bunting:

5. Bunting is allowed in this league.

Maximum Runs:

6. The batting team may score a maximum of six (6) runs per inning. After six (6) runs have been scored in one inning, all play is stopped and the fielding team becomes the batting team. This rule shall apply to all innings in each game, including the last inning.

Look Back Rule:

7. The Look-Back Rule pertaining to base runners' actions while the pitcher has the ball in the pitching circle will apply. There will be one warning per team per game.

Third Strike:

8. Drop third strike rule enforced.

XV. GIRLS MINOR LEAGUE RULES.

Player Participation:

1. Every child who shows must participate in each game unless injured, sick, ejected or disciplined by her coach. (See [General Rules VII - Substitutions](#) for minimum participation requirements).

Legal Game:

2. A complete game shall consist of seven (7) innings. Four (4) innings or time limit shall constitute a legal game and the losing team must complete its times at bat in the last inning .

Legal Team:

3. It will be mandatory to field four (4) outfielders as long as a team has ten (10) or more players present. Ten (10) players shall constitute a team, but teams shall be permitted to play with eight (8) players.

Pitching:

4. Pitchers are permitted to pitch no more than twelve (12) outs per game. Pitchers are allowed one re-entry. Pitchers must be removed after hitting 3 batters in one inning and are subject to the one re-entry rule. (See [General Rules VII - Substitutions](#)).

Stealing:

5. **Stealing/lead-offs can only occur after the ball crosses home plate**

Dropped Third Strike:

6. **The dropped third strike rule is eliminated. The batter is considered out after the third strike and cannot advance.**

Bunting:

7. Bunting is allowed in this league.

Maximum Runs:

8. The batting team may score a maximum of six (6) runs per inning. After six (6) runs have been scored in one inning, all play is stopped and the fielding team becomes the batting team, This rule shall apply to all innings in each game, including the last inning.

Look Back Rule:

9. The Look-Back Rule pertaining to base runners' actions while the pitcher has the ball in the pitching circle will apply. There will be one warning per team per game.

XVI. GIRLS ROOKIE LEAGUE RULES

Player Participation:

1. Every child who shows must participate in each game unless injured, sick, ejected or disciplined by his coach. (See [General Rules VII - Substitutions](#)).

Legal Game:

2. A complete game shall consist of seven (7) innings. Four (4) innings or time limit shall constitute a legal game and the losing team must complete its times at bat in the last inning .

Pitching:

3. Pitchers are permitted to pitch no more than six (6) outs per game. Pitchers are allowed one re-entry. Pitchers must be removed after hitting 3 batters in one inning and are subject to the one re-entry rule. (See [General Rules VII - Substitutions](#)). Any style of pitching is acceptable as long as one foot is in contact with the pitching rubber upon release of the ball.

Stealing:

4. Stealing of 2nd or 3rd base is allowed, but runner may gain only the one base she is attempting to steal (no advancement on overthrow). There is no stealing while a coach is pitching. There is no stealing of home at anytime. **Stealing/lead-offs can only occur after the ball crosses home plate.**

Dropped Third Strike:

5. **A batter is out on the third strike whether the catcher catches the ball or not**

Bunting:

6. Bunting is not allowed in this league.

Maximum Runs:

7. The batting team may score a maximum of six (6) runs per inning. After six (6) runs have been scored in one inning, all play is stopped and the fielding team becomes the batting team.

Walks:

8. There shall be NO WALKS for the first time through the batting order in this instructional league. If a batter receives a ball four (4) count, the manager/coach of the hitting team shall pitch a maximum of three (3) pitches to the batter. The strike count will continue from its previous point when the ball four (4) count was achieved, and umpires will continue to call swinging strikes. If during the first or second coach pitch, the batter receives a third non-foul, swinging strike, the batter shall be called out.-If the batter fails to hit a fair ball within the three (3) pitches delivered by the manager/coach, the batter shall also be called out. If the manager/pitcher interferes with the fielding play, the batter or runner shall be declared out. The NO WALK RULE will cease when the batting team starts their second time through their line-up. **The team in the field cannot walk in a run. After the girl batting in a bases loaded situation is issued ball four by the pitcher the hitting teams coach will give her a maximum of three pitches with the strike count remaining in play from the original pitcher**

Hit By Pitch:

9. While there are no walks in this league, if a batter is hit by a pitch ball from a player, the batter shall be awarded first base. No such award shall be made if a batter is hit by a pitched ball made by the manager/coach of a hitting team.

Look Back Rule:

10. The Look-Back Rule pertaining to base runners' actions while the pitcher has the ball in the pitching circle will apply. There will be one warning per team per game.

Regulation Ball:

11. An 11" ball will be used.

XVII. GIRLS COACH PITCH LEAGUE RULES

A. Player Participation:

Player Participation:

1. Every child who shows must participate in each game unless injured, sick, ejected or disciplined by his coach. (See [General Rules VII - Substitutions](#)).

B. Playing Rules:

Time at Bat:

1. No balls or strikes shall be called. A maximum of 7 pitches may be thrown to each batter by the batting team coach. **If the batter fouls off the seventh pitch she is entitled to continue until she either puts the ball in play, swings and misses or takes another subsequent pitch**

Batting Order:

2. The batting order for each Coach Pitch League team will find each member batting in a continuous and consecutive batting order. Fielders may be freely substituted provided such substitutions are made prior to starting an inning.

Field Maintenance:

3. The players of both teams are to clean up the area around the ball diamond after each game.

On Deck Batter:

4. Only one (1) player is permitted in the on deck circle.

Foul Lines and Pitchers Circle:

5. The foul lines shall be limed and extended ten (10) feet beyond first and third base. A circle, eight (8) feet in diameter, shall be limed around the pitching rubber.

Helmets:

6. Helmets provided by the League shall be worn for batting and for base running.

Infield Out:

7. Outfielders must play a reasonable distance behind any base, (See [Infield Outs](#) of Section XI). Any batted ball fielded by any outfielder must be thrown to an infielder to produce an out in the infield. The intent of this rule is to teach outfielders to throw the ball to the infield,

Legal Game:

8. A complete game shall consist of six (6) innings. Four (4) times at bat for the losing team constitutes a legal game.

Manager/Pitcher:

9. The team manager, or his/her designee of the batting team shall pitch from within the pitching circle.

Fielding Pitcher:

10. The fielding team will have a fielding pitcher standing with both feet in the pitcher's circle to either side of the manager/pitcher. If, the manager/pitcher interferes with a fielding play, the batter or runner shall be declared out.

Bunting:

11. The batter must take a full swing. A batter bunting or intentionally taking a partial swing will be called out.

Thrown Bat:

12. A batter throwing her bat is subject to the rules set forth in [Article V – Thrown Bat](#).

Fair Ball:

13. Since there is no arc in front of home plate, any ball hit in front of home plate shall be a fair ball and it should be played as any other fair ball.

Stealing:

14. Base stealing is not permitted in this league and no advancing on a wild pitch or a passed ball by the pitcher.

Dropped Third Strike:

15. **The dropped third strike rule is eliminated. The batter is considered out after the third strike and cannot advance. Stealing can still occur if permitted in that particular league.**

Play Stoppage:

16. Runners may only advance one base if the batted ball does not leave the infield. If the ball reaches the outfield, the runners may continue to advance until the ball is returned to the pitchers circle in the hand of the pitcher. At this point, the umpire shall call time so that no runners can advance or attempt to advance after the call by the umpire. Runners not yet half way to the next base will be sent back to the previous base.

Catcher:

17. In this league, the catcher does not attempt to catch the pitched ball, but retrieves it off the screen and returns it to the Pitcher. The catcher position is always to the bat side of the hitter, facing the batter, and near the screen in the designated area.

Maximum Runs:

18. The batting team may score a maximum of six (6) runs per inning. After six (6) runs have been scored in one (1) inning, all play is stopped and the fielding team becomes the batting team. This rule shall apply to all innings in each game, including the last inning.

XVIII. FIELD DIMENSIONS

BASEBALL

LEAGUE	PITCHING	BASES	HOME TO 2ND BASE
CLASS C	60'6"	90'	127'3"
CLASS E	60'6"	90'	127'3"
CLASS F	52'0"	75'	106' 1"
CLASS H	46'	60'	84'10"
ROOKIE	46'	60'	84'10"
COACH PITCH	46'	60'	84'10"

SOFTBALL

LEAGUE	PITCHING	BASES	HOME TO 2ND BASE .
MAJOR	40'	60'	84'10"
MINOR	40'	60'	84'10"
ROOKIE	35'	60'	84'10"
COACH PITCH	35'	50'	70'