

CENTERVILLE BASEBALL SOFTBALL LEAGUE 2020 RULE BOOK



e-mail: cblstaff@woh.rr.com

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CENTERVILLE BASEBALL SOFTBALL LEAGUE 2020
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- Boys CP 1 – Evan Derr & Danny Dunn
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- Boys Major – Joe Kristbaum & Nate Gopman
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- Girls 14U (majors) - TBD
- Girls 18U (HS) - TBD

2020 CENTERVILLE BASEBALL SOFTBALL LEAGUE RULES & REGULATIONS

PREFACE

This handbook contains the rules and regulations for the 2020 season of the CENTERVILLE BASEBALL SOFTBALL LEAGUE (“CBSL”). 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 these rules and regulations so that there is a clear understanding of the rules and regulations. We encourage each manager to have a copy of these rules at every game. Any community participating in the CBSL agrees to abide by the following rules.

Any rule not covered by this CBSL rule book will be governed by the Ohio High School Baseball Rule Book or the Ohio High School Softball Rule Book. For CBSL teams participating in the South Dayton Baseball League (SDBL), the SDBL rules apply when playing teams from other communities. If a CBSL team is part of the SDBL, CBSL teams may use the CBSL rules when playing another CBSL team. For Girls Softball, please see South Dayton Community Softball League Rulebook at www.cblltoday.org.

I. PURPOSES and OBJECTIVES

The purposes of the CBSL are to provide boys baseball and girls softball for as many as possible in our community, to teach basic knowledge of the game, to develop character by teaching players to play together fairly, abide by the rules and to win and lose in a sportsmanlike manner.

II. ELIGIBILITY RULES

A. Residency requirement

All minors who are residents of, or are attending school in, Washington Township or Centerville are eligible to play in the Centerville Baseball Softball League. Other minors will be considered based upon team vacancies up to a maximum of 15% of the players in each league.

B. Registration

No player will be assigned to a team until that player is approved by the league. To be approved, the player must complete all registration forms, submit any payment required and be added to the league roster. Late registration may be accepted subject to the approval of the league commissioners or CBSL board. Late registrations will be assessed a 50% late fee due to the extra order costs incurred for late uniforms.

C. Acknowledgements, Releases and Waivers

As part of the registration process players, parents and/or guardians may be required to sign an acknowledgement, release and waiver concerning the COVID-19 virus.

III. UNAUTHORIZED USE OF CBSL NAME AND LOGO

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

IV. AUTHORITY TO ADAPT, AMEND OR ALTER RULES

League Commissioners have the authority to adapt, amend or alter any rule contained herein to facilitate the game for any particular situation for the benefit of their league.

V. LEAGUE STRUCTURE

A. Leagues

- | | | |
|----|---------------|---------------------|
| 1. | T-ball | ages 4 ½ to 7 |
| 2. | Coach Pitch 1 | grades K & 1 |
| 3. | Coach Pitch 2 | grade 2 |
| 4. | Rookie | grades 3 & 4 |
| 5. | Minors | grades 5 & 6 |
| 6. | Majors | grades 7 & 8 |
| 7. | High School | grades 9 through 12 |

[Note: grade and age determination is made as of the date of registration]

B. Draft

All league rosters will be set via a draft system or other process as determined by the league commissioner. T-ball, Coach Pitch 1 & 2 and High School rosters are typically not set via a draft. If a draft is held the rules, procedures and manner in which the draft is held shall be determined by the league commissioner for those respective leagues. When a draft is used requests to be on a certain team, with a certain coach or on a team with another player are not guaranteed and typically are not honored. The determination of rosters for leagues with no draft shall be made by league commissioners for those respective leagues. All league commissioners and coaches shall strive to create a draft, or to determine rosters in a way, that will create a competitive balance amongst the teams and each league.

C. Number of games

There is no set number of games guaranteed in any of the league's seasons and games that are rained out are not required to be made up or rescheduled.

D. Roster size

Exact team roster size and number of participants from each team will be determined by the League Commissioner or CBSL Board.

E. Trophies

Trophies, medals or like awards will be determined by the CBSL board or league commissioners.

F. League structure

The League Commissioner, based on the analysis of registration and upon approval of the CBSL 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 commissioners based on his or her playing ability.

VI. RESPONSIBILITIES AND ELIGIBILITY OF COACHES

A. Every effort has been made by the commissioners of each program to select managers with the ability to teach the children good sportsmanship, develop character and develop basic knowledge of the game. Managers and their coaches shall do everything possible to encourage the participation and enjoyment of each registered player; teach and develop baseball or softball skills; be in complete charge of his/her coaches and players at all times; be responsible for the instruction and enforcement of all CBSL rules and protection of equipment; protect the players from permanent injury frequently caused by improper playing and throwing techniques (e.g., curve balls, knuckleballs, etc); and be aware and abide by concussion protocol procedures.

B. Any and all persons who want to coach - whether as manager, head coach, assistant coach, practice coach or base coach - must (a) watch and provide certification of completion of the "Creating A Safe and Abuse Free Environment For Athletes" video and (b) not be a current, or former, registered sex offender.

C. The CBSL has a policy to perform an annual criminal background check on all individuals who volunteer to be a head coach or an assistant coach for the CBSL.

VII. VIOLATION OF RULES, CONDUCT and TREATMENT OF UMPIRES

A. Any coach or CBSL Board member who violates a CBSL rule will be subject to review by the CBSL Board and may be removed from his/her position, role or duty. Players who violate a league rule are subject to suspension by the League Commissioner and/or CBSL board. Any player suspended under this rule will not be entitled to a refund.

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

C. Coaches, players, parents, and spectators must not argue with, or be abusive toward, umpires before, during or after games. Any player, parent, or spectator can report any inappropriate behavior towards an umpire in Coach Pitch 1, Coach Pitch 2 or Rookie league games to the umpire trainer (lucaswilder44@gmail.com). Coaches may question the

interpretation of a rule by an umpire (example: run rule, time limit, forfeit, etc.) but not a judgment call (example: fair/foul, strike/ball, safe/out, etc.). The head coach 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, coaches, and parents/spectators. An umpire may remove from the game and park any manager, player, coach, parent or spectator for use of abusive language or unsportsmanship conduct. Any player ejected from a game for his or her own behavior shall be suspended for one (1) additional game. The CBSL reserves the right to determine if circumstances warrant an ejected player not being suspended one (1) additional game. Any coach ejected from a game will be suspended for one (1) additional game and may not be allowed to coach the remainder of the season or the following season subject to determination by CBSL board. Any player or coach ejected shall be reported to the CBSL by the head coach within 12 hours of the game being completed.

D. 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 head coach after the first warning from the umpire.

VIII. PLAYER PARTICIPATION, ROSTER BATTING and IN GAME SUBSTITUTIONS

A. Every player who shows must participate in each game unless injured, sick or ejected by the umpire. Equal playing time for all players is required. No player will sit the bench for two (2) consecutive innings. No player will sit twice before all players have sat one (1) inning. In addition, each player must play two (2) innings in the infield within the first five (5) innings during each game. Only one (1) inning in the infield in the first five is acceptable if (a) a game is shortened to four innings or (b) a large roster size (13+) is present for a particular game and prevents adherence to the rule. If a player expresses exception to playing in the infield, or if safety of the player is a concern, the manager shall get written consent (eg, email, handwritten letter) from a parent or guardian and tell the opposing coach before the game begins and email the consent to the league commissioner within 24 hours after the game is completed.

B. A violation of this rule during the regular season will not be subject to a protest. However, a warning shall be given to the manager for the first rule violation. A second violation may result in the removal of the manager for the rest of the year. A violation in tournament play is subject to protest to the rules committee who has the authority to remove the team from the tournament, if so warranted. The protest must be reported to the umpire and then shall be reported in writing to the league commissioner.

C. 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. 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 that game.

D. All teams must "roster bat" meaning each team is required to bat each and every player who is at the game.

IX. SUBS and FORFEITS

A. "Subs" from other teams may be used only when there are less than 10 roster players available in Coach Pitch 1, Coach Pitch 2 and Rookie. Subs from other teams may be used only when there are less than 9 roster players available in Minors, Majors and High School.

B. Subs may only come from teams in the same community (and league) or from a team in the next lower league as needed. [Example: if a Centerville team has less than 9 roster players available in a Minors game any sub must come from another CBSL recreational team.] No subs from outside the CBSL will be allowed. A sub must be registered with the CBSL or community's recreation league.

C. A maximum of three subs may be used. A player can sub for a team only if (a) he is not solely rostered on a select, travel or tournament only team, (b) he has his own team uniform (not one borrowed from another player), and (c) he is registered with the CBSL or community's recreation league.

D. Any subs must be used in the outfield and bat in the last spot in the lineup. Any sub cannot pitch under any circumstances.

E. All teams must have 7 team roster members present to start a game in Minors, Majors and High School. All teams must have 8 roster members present to start a game in CP1, CP2 and Rookie. If a team does not have the requisite roster members that team forfeits and the opposing team shall record a win of 1-0. In the event of a forfeit the game shall be played and teams should borrow players from the opposing team to play or use subs. Pitch counts will still be reported so use this opportunity to use players at pitcher who need work or who have had limited pitching time in the season (remember a forfeited game is already "official" before it starts). The borrowed players for each inning will be the player who made the last out from the previous inning; then the player who made the second to last out from previous inning, etc. Players that are currently pitching or catching, or players scheduled to pitch or catch the next inning, can be exempted from playing in the outfield for this purpose, to allow for adequate bench rest.

F. A player who is on any select or travel team roster cannot be used as a substitute in the CBSL recreation league unless that player is also a registered CBSL player on a recreation league roster. A player can be on a CBSL recreation roster and a select (or travel) roster if any only if the player is registered with the CBSL recreation league and has paid the recreation fee.

X. PARK / FIELD MAINTENANCE and GAME BALLS

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

B. The manager have the responsibility to see that the players clean up trash from the dugouts after the game. The winning team's manager 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. The winning manager is also responsible for raking and tamping holes dug into pitchers mounds and batters boxes before the next game or if the last game of the day.

C. The home team shall provide at least one new game ball and one minimally worn baseball to the umpire before the start of the game. The visiting team shall also be willing to provide a game ball if necessary or a minimally worn baseball.

XI. EMERGENCY PROCEDURES

If a player is injured and requires professional assistance, immediately contact 911 and the child's parent(s) or guardian(s). If a player is injured and requires professional assistance the head coach is responsible for notifying the CBSL in writing within 24 hours after the emergency occurs. All reports must be kept on file as a record of injuries by the CBSL.

XII. 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 also be filed in an email to the CBSL within 24 hours of the completion of the game. A rules committee shall review the protest and strive to return a decision within one week from the date of the protest. If the protest is upheld, the game will be restarted from the point of the protest. All decisions of the rules committee are final and are not subject to appeal or reconsideration.

XIII. EQUIPMENT, PROTECTION and SAFETY

A. Head coaches must turn in all CBSL equipment to the equipment shed or league commissioner by the date designated by the CBSL. Failure to do so in a timely manner will eliminate that person from coaching in any capacity the next year.

B. Metal spikes are permitted in the Boy's Major and High School Leagues only. No metal spikes are allowed on artificial turf mounds. Sliding into another player with spikes up (high sliding) is not allowed and may subject a player to ejection. Rubber spikes are recommended for all either leagues. Tennis shoes are acceptable but only recommended for T-Ball.

C. It is required that all boys wear athletic supporters and cups for practices, scrimmages and games. It is required that all girls wear masks when playing the infield in softball. 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 leagues. A player is required to wear a mask to warm up a pitcher in all leagues.

D. Batters are required to wear the full helmet as furnished by the league at all practices, scrimmages and games. Players may wear their own helmet, but only if it is "NOCSEA approved". This designation will be molded inside the helmet. The same helmet is to be worn on the bases.

E. Except for Boy's High School, there will be no limitation on bat size or weight of bats in the CBSL. High School teams are required to use wood or BBCOR approved bats. Non-BBCOR bats may only be used with permission of the CBSL.

F. No hitting sticks of any size or type will be allowed to be used by any team at any CBSL game or practice or near any Centerville Washington Township Park District baseball or softball field. This rule was adopted as a safety rule to prevent injuries due to the use or misuse of hitting sticks.

G. 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, Any player or coach ejected from a game shall be suspended for the next played game. The intention of this rule is to encourage the players to slide.

H. 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. There is no violation of this rule when there is no slide and there is no contact. This rule does not apply at first base. There is no requirement to slide at first base. Malicious contact at first base will still be grounds to be called out, ejected, or both.

I. For any field 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.

J. 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. A player unable to bat due will not be declared an out.

K. Players are not allowed to wear rings, earrings, or watches.

XIV. REPORTING GAME INFORMATION

The winning head coach is responsible for reporting game scores, and pitch counts to cblstaff@woh.rr.com and his league commissioner. It is recommended that the winning head coach also copy the opposing head coach on this email for verification. An opposing head coach should check and verify pitch counts after each inning and again after each pitcher is done. The losing team head coach is responsible for verifying pitch count sheets and game score at the end of the game. Pitch count reporting shall include (a) date of the game, (b) the pitcher's league and team number, (c) the pitcher's uniform number, (d) the pitcher's first initial and full last name, and (e) the number pitches.. [For example: May 22. Minors. Team 4. #22 J. Smith. 64 pitches.]

XV. PLAYING AREA, FIELD CONDITIONS

A. Playing Area

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.

B. On deck circle

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

C. Field Status/Conditions

The following websites or phone numbers shall be used to determine field status decisions: <https://rainoutline.com/search/dnis/9372652001>. NOTE: 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 vote and majority of the three votes ruling to play.

D. Hazardous Conditions

When hazardous weather conditions threaten the safety of the participants or spectators, the game shall be suspended until the conditions have subsided. 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.

1. "Thirty-minute rule": From the time thunder or a lightning flash is detected, play should be suspended for a minimum of thirty (30) minutes from the last sound of thunder or observed lightning flash. Any subsequent lightning or thunder shall reset the 30-minute clock.

2. Evacuation: While play is suspended under the Thirty-minute Rule, all participants and spectators shall evacuate to available safe structures, vehicles or shelters. A list of the closest safe structures shall be announced and posted at all athletic venues.

3. 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.

XVI. RUN RULE

A. The game will end if a team is winning by 15 or more runs after 4 complete innings (3 ½ innings if the home team is winning) or 10 runs or more after 5 complete innings (4 ½ innings if the home team is winning). This run rule is applicable to Rookie, Minors, Majors and High School. There is no run rule for T-Ball, Coach Pitch 1 or Coach Pitch 2.

B. If there are 30 or more minutes left in a game when a run rule is established, teams are strongly encouraged to stop keeping score, consider the game official, but allow the game to continue until time has expired. In this scenario only, the time limit will be “drop dead” - meaning the game will end at the expiration of the time limit. If a batter is mid count at the expiration of the time limit the at-bat will continue until the batter completes the at-bat.

XVII. GAME TIME LIMITS

A. The following are game time limits for scrimmages and regular season games. Any all All Star game shall have no time limit. Tournament games do not have a time limit.

	<u>Mon-Thur</u>	<u>Fri-Sun</u>
Coach Pitch 1	Lesser of 1 hour 15 min (or 4 inn)	Same
Coach Pitch 2	1 hour, 30 minutes	Same
Rookie	2 hours	Same
Minors	2 hours	2 hours 15 mins
Majors	2 hours, 30 minutes	Same
High School	2 hours, 30 minutes	Same

B. A new inning shall be started if there is any time remaining in the time limit. 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 six run per inning rule. The umpire's watch will be the official time. [Example for clarification: Home team finishes its at-bat in a Rookie game with 5 minutes left before the 2 hour time limit hits. A new inning shall start unless the run rule has been established or the coaches mutually agree to end the game.]

C. If 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 Boy's High

School, when weekend doubleheaders are scheduled, in both games no new inning shall start after 2.5 hours.

XVIII. COMPLETE GAME, TIES, and FIELD ACCESS

A. A complete game is as follows for each league:

Coach Pitch 1:	6 innings
Coach Pitch 2:	6 innings
Rookie:	6 innings
Minors:	6 innings
<hr/>	
Majors:	7 innings
HS:	7 innings

B. In a game called for any reason other than time limit or run rule, four innings shall constitute a legal game and the losing team must have completed four times at bat. In case of a time limit the game is completed after the losing team has had its turn at bat. A completed game that ends in a tie will only be continued at a later date if that game will break a tie in the final league standings and any such game will be continued from the point at which it was stopped.

C. If the game is called (eg, weather, lightning, darkness, etc.) when the teams have not had an equal number of completed turns at bat, the score shall be the same as it was at the end of the last completed inning; except that if the home team in its half of the incomplete inning, scores a run (or runs) which equals or exceeds the opponent's score, the final score shall be as recorded when the game is called. *NFHS rule book (Sec. 2, Article 3)*

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

E. 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. 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.

F. 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.

XIX. COACH CONFERENCES

With the exception of the Boys Coach Pitch 2 and Boys Rookie 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.

XX. ADDITIONAL LEAGUE / GAME RULES

A. Maximum runs per inning: "last inning"

The batting team may only score (and record) a maximum of 6 runs per inning with the exception of the last inning (see "last inning" below). Once 6 runs have been scored in one inning, all play is stopped and the fielding team becomes the batting team. In the last inning there is no limit on runs except for Coach Pitch 1 and 2 (which do not have a last inning unlimited run exception). **The "last inning" for Majors is the 7th inning and for Minors and Rookie it is the 6th inning.** [For clarification: the "last inning" is never the 1st, 2nd, 3rd, 4th, 5th or 6th inning in Majors; the last inning is never the 1st, 2nd, 3rd, 4th or 5th inning in a Minors or Rookie game]

B. Dropped Third Strike

In Rookie and Minors a batter is not allowed to run on a dropped third strike. In Majors the dropped third strike is in effect.

[Definition of the rule: On an uncaught third strike with (1) no runner on first base, or (2) with a runner on first base and two outs, the batter immediately becomes a runner. The batter may then attempt to reach first base and must be tagged or forced out. With two outs and the bases loaded, the catcher who fails to catch the third strike may, upon picking up the ball, step on home plate for a force-out or make a throw to any other base in an effort to force out a runner. An "uncaught" strike includes not only pitches dropped by the catcher, but also pitches that hit the ground before the catcher attempts to catch it. Note: even if the runner on first base was attempting to steal (with less than two outs), first base is still considered occupied in this situation and the batter cannot attempt to advance to first on the dropped third strike.]

C. Pitch limits

Pitchers will be limited by the number of pitches he can throw, rather than the number of innings he can pitch. Please see the Pitch Limit Program and Pitch Limit Chart for a complete description of the program.

D. Stealing

In Coach Pitch 1 and 2 there is no stealing.

In Rookie, base runners can steal but 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. Any base runner in Rookie on third base at the start of a pitch cannot steal home under any circumstances.

E. Advancing on a batted ball

1. Rookie, Minors, Majors: 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.

2. Coach Pitch 1 and 2: On a batted ball a base runner can only continue to advance if the ball travels out of the infield and into the outfield area. A runner shall stop if he/she is not more than half way to the next base when the ball is in the glove of an infielder. All runners who are not half way will be returned to the prior base after the ball is dead. It is not required that a infield player call time.

F. Advancing on overthrows

In Coach Pitch 1 and 2 a runner cannot advance on an overthrow to a base. A runner can only advance more than one base if a ball is batted to the outfield. There will be no advancement to the next base if a ball is thrown out of play (eg, ball overthrown to 1B travels into the spectator seating section, a thrown ball ends up rolling into a dugout, etc.).

G. Base on balls (walks)

No walks are allowed in Coach Pitch 1, Coach Pitch 2 or Rookie. If a batter is hit by a machine pitched ball in Rookie, the batter shall not be awarded first base and a "ball" will be called. There are no intentional walks allowed in CP1, CP2 or Rookie. In Minors, Majors and High School an intentional walk is allowed but a batter may only be intentionally walked once per game.

H. Bunting

Bunting is allowed in Rookie, Minors, Majors and High School only. It is not allowed in Coach Pitch 1 or 2.

I. Infield Fly Rule

The infield fly rule is in effect in Rookie, Minors, Majors and High School only.

[Definition of the rule: The rule applies only when there are fewer than two outs, and there is a force play at third base (i.e., when there are runners at first and second base, or the bases are loaded). In these situations, if a fair fly ball is in play, and in the umpire's judgment is catchable by an infielder with ordinary effort, the umpire shall call "infield fly" (or more often, "infield fly, batter's out" or "infield fly if fair" when there is a chance of the

ball drifting foul). When in effect, the batter will be out regardless of whether the ball is actually caught. If "infield fly" is called and the fly ball is caught, it is treated exactly as an ordinary caught fly ball; the batter is out, there is no force, and the runners must tag up. On the other hand, if "infield fly" is called and the ball lands fair without being caught, the batter is still out, there is still no force, but the runners are not required to tag up. In either case, the ball is live, and the runners may advance on the play, at their own peril.]

J. Pitching machines

1. Beginning in 2018, the CBSL voted to eliminate player pitching in Rookie. Pitching machines are now used for the entirety of the game. The intention of this change was to increase the enjoyment of the game experience for the players, coaches and parents. The CBSL found that the speed and flow of the game has improved and the hitting and fielding opportunities have increased.

2. In Rookie games, umpires will call balls and strikes from the mound. There will be no walks allowed. A batter will either strikeout or hit the ball. Batted balls that directly strike, or contact, the pitching machine without first being touched by a fielder will be ruled a dead ball single and runners will advance one base. Throws from any fielder that hit the pitching machine during play will be ruled a live ball, and runners will advance at their own risk. The only exception is when the catcher is merely returning the ball to the pitcher, and no base runner is stealing. In this case a dead ball shall be ruled.

K. Coach Pitch 1 and Coach Pitch 2 miscellaneous rules

1. Batting tee

In Coach Pitch 1 batters shall be allowed to use a tee on the last pitch if the batter has not hit a fair ball by the 6th pitch. Caution: coaches are warned not to abuse this rule by having batters miss pitches (or having the coach throw bad pitches) in order to get to use the tee on the 7th pitch. This is not the intention of the use of the tee. The tee is in use for those players who have difficulty hitting.

In Coach Pitch 2 no tee shall be used.

2. Seven pitch limit

a. A maximum of seven pitches may be thrown to a batter (see strike exception below for Coach Pitch 2). There are no walks. If a batter fails to make contact on the seventh pitch the batter will be called out (except as provided in the batting tee rule above). An at-bat will continue beyond a seventh pitch if the following occurs on the seventh pitch: the batter fouls the ball, the coach pitcher hits the batter with the pitch, there is some form of interference by a defensive

player on a batter (eg, the bat hits the catcher's mitt on a swing) or the batter is using a tee.

b. No balls or strikes will be called in Coach Pitch 1. In Coach Pitch 2 no balls will be called but strikes will be counted if a batter swings. In Coach Pitch 2, a batter who swings and misses a third strike will be called out even if the batter has not been thrown seven pitches. [Examples for clarification: If a batter swings and misses three pitches before seven pitches are thrown the batter is out. If a batter foul tips two pitches and swings and misses a third pitch before seven pitches are thrown the batter is out.]

3. The coach pitcher shall remain in the eight foot pitchers circle. He/she will make every attempt to avoid touching a ball or interfering with a player. If a batted ball hits the coach pitcher the ball is dead and the pitch is to be taken over and the pitch is not counted as one of the seven maximum pitches. If a coach pitcher interferes with a fielding play the ball is dead and the batter is out and the runners cannot advance.

4. Any ball batted to the outfield must be thrown to an infielder. Outfielders are not allowed to run and tag a base or runner for an out. The purpose of this rule is to encourage outfielders to throw the ball to the infield.

L. Number of outfielders: In Coach Pitch and Coach Pitch 2 teams may use 4 or more outfielders. In Rookie and Minors teams may use up to 4 outfielders. In Majors and High School teams may use up to 3 outfielders.

XXI. ALL STAR GAMES

League commissioners are encouraged to have all star games for their respective league. The league commissioner shall determine all aspects of the all star game including but not limited to: the date for the game, the game's format, roster selection process, all star coaches determination, rules, etc. All Star games will have no time limit and the run rule is not in effect. The All Star game is an exhibition game.

XXII. TOURNAMENTS

League commissioners will set up tournaments, determine seedings, bracket style, etc. For tournaments, all aforementioned rules for each respective league are in effect (including but not limited to: run rule, sub rule, forfeit rule, etc.). The lone rule exception is that tournament games shall have no time limit.

XXIII. RATING FORMS

CBSL managers must turn in their rating forms to their league commissioner before the first game of their postseason tournament or his/her team will not be eligible to play in the post season tournament. The deadline is July 10th for turning in player ratings forms for leagues without a postseason tournament.

XXIV. COVID-19

All players, coaches, umpires and spectators shall follow the mandatory sector specific operating requirements (as of June 3, 2020) as set forth by the Ohio Department of Health and Governor Mike Dewine found at: <https://coronavirus.ohio.gov/static/responsible/Baseball-Softball.pdf>.

CBSL 2020 Pitch Limits

PROCEDURE AND PENALTIES: Since the purpose of pitch limits is to protect kids and not gain a cheap win, the following procedures have been implemented. It is vital that teams follow these procedures precisely. These rules apply only to baseball teams within the CBSL.

1. Prior to the start of each game, communicate with the opposing team as to who is eligible to pitch and how much. A checks and balances process is in place by examination of a team's record on the web site, where pitching records will be reported, as well as communication with other coaches that played your opponent in the days leading up to your contest. Manager shall check the cbltoday.org website to review pitch counts before each game.
2. Each pitch thrown in the game counts as a pitch. That includes pitch outs, foul balls, (including those hit with two strikes on the batter), as well as ball four. It does not include warm-up pitches. Per the OHSAA, each and every throw made by an ambidextrous pitcher is counted regardless of which arm he/she uses. [For clarification, an ambidextrous pitcher who in one inning throws 15 pitches left handed and 7 right handed is considered to have thrown 22 total pitches.]
3. Pitch count totals will be compared and verified accurate after each completed inning. The home team will be responsible for keeping the official count. If a difference in the pitch count total is recognized, try to resolve the difference in a civil non-confrontational manner. If an inconsistency of pitch counting is repeated inning after inning or a person becomes confrontational, notify the home plate umpire and your age level coordinator.
4. As a pitcher approaches their maximum daily pitch count limit, ensure that the other team and the umpire are made aware of the fact and again once they reach the maximum daily limit. Coaches are encouraged to know when a pitcher is close to reaching their maximum daily pitch count limit so another pitcher can be properly warmed-up. No pitcher shall exceed the pitch limit totals with the sole exception: if a pitcher reaches his maximum daily pitch count limit while actively pitching to a batter, he may continue to pitch to that batter until any one of the following conditions occurs: (a) the batter reaches base, (b) the batter is put out, or (c) the third out is made to complete the half-inning. This exception will cause the pitcher to exceed the pitch count limit by most likely a few pitches and will most likely be the norm rather than an exception. Once the pitcher hits his pitch limit max and the exception is not applicable the pitcher is not allowed to throw another pitch.

- A. At the moment the umpire is notified that a pitcher has reached/exceeded their limit, the umpire may stop the game and inform the potentially offending coach. It is only if the coach refuses to remove the pitcher (after completing the batter) that a penalty could occur. The penalty is forfeiture of the game at the instant of refusal to remove the pitcher. Note: If you fail to inform the umpire that the pitcher has reached his limit and do so after the fact, there is no penalty.
5. At the conclusion of every game, teams are to sign off on each other's pitch count form to verify accuracy. It is then the responsibility of the winning team to immediately report both the score, as well as the pitch counts for everyone that pitched in that game. Failure to post scores and pitching results by midnight two nights following the game will result in the winning team not getting credit for the win.
6. It is the responsibility of the losing team to verify the accuracy of the score and the pitch counts entered by the winning team and report any discrepancies to the age level coordinator.
7. If a coach is found to have exceeded a pitchers limit through late or inaccurate reporting, they will be notified that their actions have been recorded. Immediately upon the next occurrence, the coach will receive a one game suspension. A second occurrence will endure a three game suspension. Any further occurrences will result in that coach being suspended from the league and may not coach in this league until their appeal has resulted in reinstatement. They shall not be eligible for a reinstatement hearing until one year following their final suspension.
8. Intentional walks: A pitcher does not have to make the pitches and his pitch count does not increase when a batter is intentionally walked.
9. Pitch limit determinations and Chart
- A. No player may pitch 3 consecutive calendar days no matter how little game competition they have pitched.
- B. Any pitcher who delivers 40 or more pitches in a Rookie, 50 or more pitches in Minors or 60 more pitches in Majors may not play catcher for the remainder of the game.
- C. Once a pitcher is removed from the mound, they may NOT return to the mound to pitch for the remainder of that game.
- D. The Pitch Limit Chart will serve as the official pitch limit chart for the CBSL.
- 10. Due to the shortened 2020 season and minimal preseason practice in the first two weeks of games (June 8 - June 22) pitchers shall be limited to the following pitch counts per game: Minors (35 pitches), Majors (40 pitches) and High School (45 pitches). During these two weeks the days of rest will still be followed. During these two weeks pitchers may finish pitching to the batter if he reaches the pitch count mid at-bat. After June 22, the requirements of this paragraph are void and the chart below shall be followed.**

<u>LEAGUE</u>	<u># OF PITCHES PER DAY</u>	<u># DAYS REST REQUIRED</u>
Minors	1-24	0
	25-35	1
	36-45	2
	46-60	3
	61-70 (daily max)	4
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Majors	1-27	0
	28-35	1
	36-50	2
	51-65	3
	66-80 (daily max)	4
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High School	1-30	0
	31-50	1
	51-75	2
	76-100 (daily max)	3

CBSL BOYS T-BALL

The Noon Optimist of Centerville has joined the Centerville Baseball League to offer soft t-ball.

The purpose of this league is to introduce players to the fundamentals of the game in a non-competitive atmosphere.

T-Ball is for players aged 4 ½ to 7 years old.

Beginning with the 2014 season, we have separate programs for girls and boys. Both will continue to play their games on Sunday afternoons.

Everyone bats in order and every player who shows plays in the field on defense regardless of the number of outfielders. Teams change from hitting to fielding after each and every player bats in an inning. Outs are not recorded but if the defense makes an “out” the runner shall return to the dugout. Even if a team gets three “outs” before the last batter hits the hitting team continues to hit until each batter has hit. No scorebook is maintained and all games end in a tie.

CBSL BOYS SELECT BASEBALL PROGRAM

The purpose and objectives of the CBSL Select Baseball Program are:

1. To provide boys select baseball for as many boys as possible in our community;
2. To teach basic knowledge of the game of baseball and to develop character by teaching children to play together fairly, abide by the rules, to win and lose like sportsmen, and;
3. To accomplish each of the above in a fun, productive, and positive environment.

In pursuit of these goals, the CBSL program strives to have 2 select teams in each age group of boys ages, 8 thru 15, based on interest and coach availability.

Open tryouts are granted each year for all select teams. Eligible players must be Centerville residents.

CBSL Select teams normally compete in the Midwest Ohio Baseball League (“MOBL”) and abide by the MOBL rules which can be found at www.midwestohiobaseballleague.com . CBSL select teams also may elect to be “tournament only” and/or may participate in other leagues.

For more information contact Select Baseball Commissioner Corey Bliss.

CBSL GIRLS FAST PITCH SOFTBALL

The purpose and objectives of the CBSL fast pitch softball program are:

1. To provide girls softball for as many children as possible in our community;
2. To teach basic knowledge of the game of softball 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; and
3. To accomplish each of the above in a fun, productive, and positive environment.

In pursuit of these goals, the CBSL softball program offers both "Recreation" and "All Star" level playing opportunities based on a players' interest and skill level.

CBSL recreation softball teams compete in the South Dayton Community Softball League against recreation teams from the neighboring communities of Bellbrook, Kettering, Miamisburg, Springboro, Waynesville and West Carrollton. If interest exists, the CBSL will offer "All Star" skill level playing opportunities. All Star teams will compete in a regional All Star league and also participate in All Star level tournaments.

Since CBSL softball teams compete in the South Dayton Softball League, the CBSL softball program abides by the South Dayton Community Softball League Rule Book. The South Dayton Softball League has made every attempt to align its rules with that of the Amateur Softball Association (ASA) rules with exceptions deemed appropriate based on the skill level of each age-based league.

The league rulebook can be found on the CBSL website. www.cbltoday.org.

Any rule not covered by the South Dayton Softball League Rulebook will be governed by the ASA Official Rules of Softball Rule Book (www.asasoftball.com).

For more information contact Girls Softball Director Dan Dunnigan at www.cbltoday.org