



Cuyahoga Valley Baseball Association

P.O. Box 946

Brunswick, Ohio

44212

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Date:

Name: 10U On Field Base Coaches must wear HELMETS....

10U and up Coaches must wear batting helmets in the Coaches box.
According to MLB. Failure will result in forfeit of game.
This is a safety issue and non-negotiable.

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Cleveland, OH

61 °F

Clear

at 6:54 PM



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CUYAHOGA VALLEY BASEBALL ASSOCIATION PLAYING RULES

Each division will play by “Official Major League Baseball Rules” with exception to the 8 and 9 year old divisions and noted in the following rules. **CVBA** will issue all managers a copy of the Major League rulebook.

All **CVBA** league/tournament games take precedence over independently scheduled games and tournaments. **CVBA** member teams cannot participate in more than 2 leagues (one being **CVBA**).

1.0 – Players, Field and Equipment.

1.00 Team Insurance is the responsibility of the individual team. Team insurance can be obtained through the AABC national organization.

1.01 Birthday Rule. A player can not turn the next age prior to May 1st. Birth certificates must be in the possession of the manager at all times. If a manager is not able to produce a Birth Certificate during a game, that game will be played under league protest. A determination of forfeit will be made by the **CVBA** board after review of circumstances.

1.02 Team Roster. All teams must submit an initial roster prior to their first league game. Rosters may be updated with changes as follows;

(a) **8U – 14U.** Final roster due by May 15th.

(b) **15U and above.** Final roster due by June 15th.

PENALTY: If no roster is submitted to league commissioner by the stated date, team will forfeit all games played thus far.

Once a player is rostered and roster is submitted, that player may not switch and play for another **CVBA** team. Tampering with players rostered on member **CVBA** teams could result in forfeit and/or removal from the **CVBA**.

1.04 The Playing Field.

- (a) 8U (43' mound - 60' bases).
- 9U & 10U (46' mound - 65' bases).
- 11U & 12U (50'6" mound - 70' bases).
- 13U & 14U (54' mound – 80' bases).
- 15U and up (60'6" mound – 90' bases).

(b) If field dimension do not meet stated requirements, home team must delay or stop game until required dimension are corrected or risk forfeit of game.

1.05 8U and 9U Leagues. NO balks will be called in the 8U and 9U league play. There is NO leading off the bases.

(a) **8U league** is NOT permitted to steal any base.

(b) **9U league** will play by Little League rules for stealing bases (stealing occurs after ball crosses home plate).

(c) **10U and above** play by major league rules.

1.09 (a) The Home Team shall furnish 2 league approved balls i.e. Macgregor 97, Riddell BB-PRO or BB-ML, Rawlings RO, R100, or R200, Diamond D1PRO, Wilson A1010, and Worth PRO-ML.

CVBA Board of Directors prior to beginning of playing season must approve all other brands of baseballs.

(b) The Home Team shall furnish and pay for two (2) qualified/certified umpires from an approved umpiring association. If one (1) or no (0) umpires show for the game, both Mgrs shall try to agree on substitute umpires. If no substitutes can be agreed to, the game must be rescheduled. NOTE: Once the game begins with substitute umpire(s), NO PROTEST for this rule can be filed.

(c) Home team shall provide FREE ADMITTANCE (no charging) visiting team (Mgr, 3 Coaches and Players in team uniforms).

1.10 The bat rule. Starting 2002 season 15U and above, 2 5/8" barrel and -3 differential (difference between weight and length).

1.11 Uniforms. Each team must wear full uniforms with numbers on the players' shirts. **CVBA** patches should be sewn onto player's jackets or shirt sleeve (left or right).

(b) Shoes. No metal spikes for ages 8 – 14. **PENALTY:** Player will be ejected for the remainder of the game if metal spikes are not removed.

(c) No jewelry is permitted to be worn by the players during the game unless for medical reason.

3.00 - Game Preliminaries.

3.03 (a) Re-entry rule. A starting player may re-enter the game for his substitute one time, and in his original spot in the batting order. A substitute withdrawn from the game may NOT re-enter. Violation of this rule is grounds for protest with penalty of replaying game from point of infraction. NOTE: The pitcher must stay in the game to go back to pitcher and he must be removed from the pitching position on the first (1st) trip that inning. The pitcher in all other situations is governed by Rule 3.05 (AABC Rule Handbook).

3.03 (b) Minimum players allowed. A team may start the game with only 8 players, any less and it is declared a forfeit. When a ninth player arrives, he is inserted in the last spot in the batting order. A team that starts with 9 may end with 8 provided there are no eligible players left. If a team starts with 8 players, NO OUT is recorded for the missing player. If a player is ejected or leaves the game for any purpose other than injury or illness and his spot can not be filled with an eligible bench player, an out will be recorded for every time that spot is due to bat in the order. A spot vacated due to injury or illness that can not be filled with an eligible player will be skipped.

4.00 – Starting and Ending a Game.

4.07 Ejection of manager, player, coach or fan from a game; he shall leave the field immediately and take no further part in the game. **PENALTY:** Manager, player or coach will serve a one (1) game suspension. This is to be served during the next game (umpire and/or opposing mgr is to notify commissioner of the ejection).

2nd ejection during season, manager, player or coach will serve a two (2) game suspension. 3rd ejection during season, manager, player or coach will be suspended for the remainder of the season. The **CVBA** board will review future action toward the manager, player or coach.

4.08 Fighting. Any player or Coach initiating a fight shall receive a three game suspension. Any team personnel, including coaches, who leave their positions and participate in a fight shall be ejected and suspended for the team's next three games. A second offense will result in suspension for the season.

Exceptions to rule: If a player involved in a fight while remaining at their position on the field is judged to be acting in self-defense. If a player or coach leaves their position and makes contact with their own players/teammates in an attempt to prevent a fight.

4.09 League Misconduct. Any conduct detrimental to the league will subject your team or individual participants (players / coaches) of the team to probation, suspension or possible dismissal from the league.

4.10 Regulation Game will consist of 7 innings for all age groups.

4.10 (a) Official Game is 4 ½ innings with home team ahead or 5 innings with visiting team ahead. There is NO TIME LIMIT for **CVBA** sanctioned games. If managers agree to play a game under time limits, you CAN NOT protest the game.

4.10 (b) Mercy Rule. 15 run differential after 3 ½ innings with Home team ahead or 4 innings with visiting team is ahead.

4.10 (c) Mercy Rule. 10 run differential after 4 ½ innings with Home team ahead or 5 innings with Visiting team ahead.

4.10 (d) Weather or Darkness interferes with play so that the game is called (ended) by the umpire, it is an Official Game.

(1) Five full inning have been played, or if the home team has scored an equal or greater number of runs in the four and a fraction turns at bat than the visiting team has scored in five turns at bat; or

(2) play has gone beyond five full innings.

If the game is called when the teams have not had an equal number of completed terms 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 equal or exceeds the opponent's score, the final score shall be as recorded when the game is called.

4.12 Suspended Game. Any game that has not become an Official game will be suspended. A suspended game shall be resumed at the exact point of the suspension of the original game and completed immediately preceding the next scheduled single game between the two clubs. The lineup and batting order of both teams shall be exactly the same as the lineup and batting order at the moment of suspension, subject to the rules governing substitution.

4.15 Forfeited game. A game that is being forfeited to the opposing team for failure to show or complete a game MUST be APPROVED by the **CVBA BOARD** before forfeit points and money is awarded. NOTE: Each team will be assessed a forfeit fee as part of the registration fees to cover umpires fees. (8U – 14U \$80.00. 15U and above \$100.00). If a team's forfeit fees are used by **CVBA** to pay umpires, said team can not play another game in **CVBA** until forfeit fee is repaid.

4.15 (a) If a team forfeits more than three (3) games during the present season, the team (manager and/or coaches) will be suspended from the **CVBA** for the following season.

4.19 PROTESTING GAMES. A protest can be filed when an umpire's decision is in violation of the rules. NO PROTEST SHALL EVER BE PERMITTED ON JUDGEMENT DECISIONS BY AN UMPIRE.

4.19 (a) Protest Procedure. Notify umpire at time of protest that you are playing game under protest. Have umpire sign score book with note why game is being played under protest. After completion of game (**WITHIN 48 HOURS**) file an email report to **CVBA** sighting mis interpretation of a rule, the umpires name and association. Also submit \$25.00 filing fee TO; **CVBA, P.O. Box 946, Brunswick, OH 44212**. If forfeit is upheld, money will be returned.

In all protested games, the decision of the **CVBA** protest board will be final. (Protest board, Pres, VP, Sec, Trea, and Comm)

6.00 – The Batter.

6.10 (a) Designated Hitter (DH) are NOT USED by **CVBA**.

6.10 (b) Additional Hitter (AH) may be used during league play. The additional hitter may bat in any spot in the batting order and may be inserted into the field during the game. The use of the AH must be declared before start of game. The team using the AH will bat 10 and field 9. There must be 10 batters the entire game unless you loose your 10th player to an injury.

7.00 – The Runner.

7.01 (a) NO MALICIOUS CONTACT is in effect. Malicious contact is defined as contact between a runner and fielder where there is deliberate intention of the runner to injure the fielder to keep from being tagged out by the fielder. Runners are not required to slide, but if a runner elects to slide, their slide must be legal. Jumping, hurdling and leaping are all legal attempts to avoid a fielder as long as the fielder is lying on the ground. If fielder is not lying on the ground, all those attempts are illegal. A player will give up or attempt to avoid being tagged while a play is being made on him. No player will initiate any contact with another player. **PENALTY:** The player is out and if in the judgment of the umpire, such contact is deemed to be flagrant, the offending player will be ejected. Legal slide on a force play, the runner shall slide on the ground in a direct line between the two bases, or away from the fielder to avoid making contact or altering the play of the fielder. With less than two (2) outs, the runner is declared out as well as the batter-runner. Any other base runners shall be returned to the bases they occupied at the time of the pitch. With two outs, the runner shall be declared out and the batter-runner credited with a fielder's choice. Violations result in outs; flagrant violations result in ejection.

8.00 – The Pitcher.

8.07 Innings Pitched. **AABC** pitching rules apply, refer to **AABC** handbook. No player may pitch more than seven (7) innings in one day or seven (7) innings in two (2) consecutive days.

Recommended pitch limits by **USA** Baseball for youth pitchers. Based upon its expertise and review of existing studies, the **USA** Baseball Medical & Safety Advisory Committee makes the following recommendations for minimizing a pitcher's risk of future serious arm injury and maximizing his chance of success.

Coaches and parents should listen and react appropriately to a youth pitcher when he/she complains about arm pain. A pitcher who complains or shows signs of arm pain during a game should be removed immediately from pitching. Parents should seek medical attention if pain is not relieved within four days

or if the pain recurs immediately the next time the player pitches. League officials should inform parents about this consideration.

9-10 year old pitchers: 50 pitches per game, 75 pitches per week, 1000 pitches per season, 2000 pitches per year.

11-12 year old pitchers: 75 pitches per game, 100 pitches per week, 1000 pitches per season, 3000 pitches per year.

13-14 year old pitchers: 75 pitches per game, 125 pitches per week, 1000 pitches per season, 3000 pitches per year.

Pitch count limits pertain to pitches thrown in games only. These limits do not include throws from other positions, instructional pitching during practice sessions, and throwing drills, which are important for the development of technique and strength. Backyard pitching practice after a pitched game is strongly discouraged.

Pitchers should not throw breaking pitches (curveballs, sliders, etc.) in competition until their bones have matured (indicated by puberty) - typically about 13 years of age. In order to succeed, a youth pitcher should focus on good mechanics, a fast fastball, a good change-up, and good control.

Pitchers should develop proper mechanics as early as possible and include more year-round physical conditioning as their body develops. It should be discouraged for a pitcher to return to the mound in a game once he/she has been removed as the pitcher.

10.00 – Scoring – Record Keeping

10.01 Official Scoring. The home team will have the official score.

10.02 Reporting Score. The winning team is responsible for recording the official score on the league web site. Winning team needs to record score within 72 hours from game time or risk losing 2 pts for the win. If score is reported after the 72 hr period, winning team will only receive 1 pt (losing team will still receive 1 pt.)

10.03 Rainouts. Home team must inform (email) league commissioner that game has been rained out. All makeup games need to be RESCHEDULED (not played) within 15 days of the regular season postponed game. If a mutual date cannot be reached, the league commissioner or a CVBA officer will reschedule the game. Games not rescheduled are recorded as a double forfeit. Make-up games not scheduled by July 1st shall NOT receive forfeit points.

10.04 Maximum Games. Maximum number of LEAGUE games during a season is 27.

10.05 League Standings. Each league standing will be determined by a point system. Wins = 2 pts. Loss = 1 pt. Forfeits = 0 pts. All teams that complete their season are entitled to a refund of forfeit fee.

(a) Tie Breaker. Head to Head. Common opponents, Head to Head. Least amount of runs allowed (games between teams). Play off. Coin toss if no play off.

Suggested Speed-up Rules.

COURTESY RUNNERS

1. With two (2) outs the team at-bat may use a courtesy runner for the catcher to help speed up the game. The runner must be someone who has not participated in the game up to this point. If no one meets this qualification then the last batter who did not reach base safely during that inning shall be used.

League Tournaments

The **CVBA** board will approve and determine sites and game times of all playoff and tournament games when necessary. League Playoff and Tournament games will be treated as suspended games if the game is not completed. All protests must be resolved on the field by either the umpiring crew or a **CVBA** official (if in attendance).

Tournament Bids

The purchase of outside tournament bids and the awarding of those bids are determined by the **CVBA** board. **AABC, CABA, AAU** and **USSA** sponsored tournaments allow league tournament representative to add players from other league teams. Teams must complete all scheduled games to receive a bid purchased by **CVBA**. Teams participating in these tournaments must wait until call up player(s) have completed **CVBA** season before they can be add player(s) to tournament roster. Tampering with players rostered on member **CVBA** teams could result in forfeit of bid and/or removal from **CVBA**.

NOTE: The **CVBA** may amend or rule on any problem that arises during the year not covered by these rules. Any communication between managers and **CVBA** must be in writing if it concerns rules or league procedure interpretation.

Cuyahoga Valley Baseball Association Divisional Breakdown

Cuyahoga Valley Baseball Association individual leagues breakdown into three (3) divisions, **Open – Bid – Non Bid**. Within each division teams can divide by geography or level of experience. A description of the three divisions and who may participate is as follows;

OPEN: Premier level teams. No team boundaries. No player limitations with exception to the birth day rule (August 1st). Teams must provide proof of ability to compete at this level by submitting a team and coaches resume. His resume must detail past experiences as proof of your teams capabilities. Resume must be submitted to the **CVBA** board for approval by both the board and established league members.

No limit on the number of teams per community. Teams will compete for **CVBA** purchased bids to State, Regional and National Tournaments sponsored by **AABC, CABA, USSSA** and **Dizzy Dean**.

BID / Non BID

The following applies to the BID and NON-BID division. In keeping with the stated object (see Section 2 of the Constitution and By-Laws), the **CVBA Board** reserves the right to move teams from one division to another (BID / NON-BID) within the same league (age group) for parity of the division.

Player(s): Living in one community and going to school (public or private) in another community may choose either community to play with. That player is not to be considered as an outside player.

BID: Community based teams. Must declare city or high school district(if more than 1 high school per city) as boundaries. Teams are permitted to have 2 players from outside declared boundaries on their roster.

ONLY two (2) teams per stated boundary per league are admitted. Team must submit application to **CVBA** board for approval and admittance to league. Teams will compete for **CVBA** purchased bids to State, Regional and National Tournaments sponsored by **AABC, CABA, USSSA** and **Dizzy Dean**.

Non BID: Community based teams. Must declare city or school district(if more than 1 high school per city) as boundaries. Teams are permitted to have 2 players from outside declared boundaries on their roster.

No limit to number of teams per stated boundary. Team must submit application to **CVBA** board for approval and admittance to league. Teams will compete for division title and league tournament sponsored by **CVBA**.