

2019 YOUTH BASEBALL LEAGUE RULE MODIFICATIONS

PLEASE READ FRONT AND BACK OF THIS SHEET

Grace time for games.	Grace time for teams arriving late will be determined by the league administrator based on transportation and scheduling issues. Please contact the league admin at 216-200-9839 if a team is not on time.
Exhibition Game Played:	It must stay within time limits – Youth Baseball will play three (3) innings or one hour and fifteen minutes. Team that forfeits may use players from the opposing team. If a valid and confirmed reason is provided and approved by the manager of organized sports and program director of CBF – the game will be rescheduled and played over from the beginning of the game.
Team size Minimum Players:	(10) are in the field for defense. A team must have (8) eight eligible players to start a game.
Special Note:	A team arriving with less than eight (8) players will use players from the opposing team in order to play a (3) inning game. If a team forfeits but still shows, an exhibition game will be played.
Inclement weather Rule:	The umpire will stop the game for 30 minutes if Thunder or lightening takes place. Any game stopped after 6:45 p.m. will not be restarted. The game will be rescheduled from its beginning unless it is an official game. (4 Innings)
Properly equipped:	Players must wear batting helmets when at bat, in the batting circle, on base, and when coaching a base.
Catcher's equipment	Catchers must wear a mask with helmet attached and a protective cup whenever catching or warming up the pitcher.
Baseball Bats regulations	Bats cannot exceed 33" in length 2 1/4" in diameter. - 13 drop is the maximum difference permitted in the Youth league. Difference is the length minus weight.
Line-up Sheet:	Submit your copy of your lineup sheet to the official scorer and/or opposing coach before the game. <u>Proper line-up sheet must include first and last name and their jersey number with your team name listed above.</u>
Pre-game procedure	Contract line-up check – Team's contract cards must be available at game time.
Length of game	Five (5) innings or cannot start the next inning after 1 hour and 25 minutes. Due to the City of Cleveland time restrictions, all games must end at the required regulation time. Teams will be given two (2) points for victories, one (1) point for tie games, and zero (0) for loses.
Distances:	Bases \Rightarrow 70 feet Pitching rubber \Rightarrow 50'
Pitchers	Pitcher is allowed to pitch four (4) innings in regulation. No pitching restrictions in extra-inning games. A thrown pitch constitutes (1) inning.
Mandatory Play rule	Players not in the starting line-up must still bat once and play defense in the field for (1) complete inning. (3 consecutive outs)
Player re-entry:	Starters may be substituted for, then re-enter only if they bat in the same spot in the batting order. Substitutes may re-enter only to play defense once they are replaced.
Emergency Player re-entry	Any player may re-enter if a team has a player that leaves the game for any reason other than ejection. This rule is used when all substitutes have been put in the game and an injury or emergency occurs for the player to leave.

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NO Leadoffs	Players may not lead off at any time.
Stealing is permitted	The base runner may steal the next base once the pitched ball passes home plate. The runner may not lead off. The runner may not advance from 3RD base to home unless it is a batted ball or a walk.
Dropped Third Strike	Base runners may not advance on any dropped third strike. The batter is ruled out.
Continuous Batting order	Each team will have a continuous batting order by matching up the number of players from each team. (MATCH-UP) The additional players must still bat and play three consecutive outs in the field. NO DESIGNATED HITTER IS ALLOWED.
Intentional walks	Thrown pitches are not required. (Manager tells the umpire "We are walking him")
Run Slaughter rule	Through three (3) innings, once a team has scored five (5) runs, the inning is complete.
Run Spread and Mercy Rule	Run spread ten (10) runs after (3) innings. The losing team must bat equal number of times.
Courtesy runner	If the catcher gets on base, the batting team may have another player run for him. This will not be classified as an "official substitute".
Based on performance score	Coach may call a conference with the umpires, opposing coach and monitor and request to call the game. (to avoid embarrassment of players)
Squad size	Fifteen (15) players. Team may add players until July 6 TH
Ejected player	Any player ejected from a game must sit out the next game played. The team will receive an out when the player is scheduled to bat. You must have 8 players to play.

RAIN OUT HOTLINE: **HOTLINE PHONE NUMBER IS (216) 664-6002 **

Teams should call the rainout hotline number: (For status of games on rainy days)

A. Weeknight games  **Call after 3:30 pm for weeknight games.**

Cleveland Baseball Federation and City of Cleveland

www.cbkids.org

The City of Cleveland, administrator of the program is fortunate to provide free baseball and softball opportunities because of the funding support of Cleveland Indian Charities and the Cleveland Baseball Federation. The Cleveland Baseball Federation assists the City of Cleveland in running some of the programs such as the Youth baseball program.

The manager of organized sports for the City of Cleveland and the Director of operation work together to achieve a quality program. All equipment and uniform needs are to be addressed to Rob Anderson, Director of Operations for CBF at (440) 465-9956.

NO METAL SPIKES

Metal Spikes are not allowed.

SPEED UP RULES:

Intentional Walk – No Pitches thrown

**Courtesy Runner for catcher (optional with less than 2 outs) –
Mandatory with 2 outs (Your last batted out is the runner)**

EXTRA INNING RUNNER ON SECOND BASE AT START OF THE INNING: (Playoffs only)

The visiting team will start with a runner on second base which is the last batter from the previous inning in any playoff game that goes into extra time (Beyond time limit) or extra inning (due to a tied score).

CBF field supervisor will call in the game score immediately after the game to (216) 664-2118