

# Cuyahoga Falls Amateur Baseball Association

2024 Spring Season Rulebook



[www.CFABAbaseball.org](http://www.CFABAbaseball.org)

In Partnership with the City of Cuyahoga Falls  
Parks and Recreation Department

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# Cuyahoga Falls Amateur Baseball Association

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# PHILOSOPHY

The Cuyahoga Falls Amateur Baseball Association is a tax exempt – nonprofit organization operating a youth baseball program under the auspices of the Cuyahoga Falls Parks and Recreation Department.

The goals of this program are to improve upon the mental and physical health of its participants, enhance intellectual and character development, and encourage socially acceptable behavior, all while pursuing the game of baseball.

The objectives of the program are to instill in the players good sportsmanship, honesty, courage, and responsibility as well as learn the game of baseball. These objectives are most effectively met by providing the best possible leadership available to serve as board members, administrators, managers, and coaches.

While striving to win in any competitive endeavor is an admirable and expected trait, the Cuyahoga Falls Amateur Baseball Association will not tolerate any conduct by players, coaches, managers, or parents that is considered inconsistent or detrimental to the overall philosophy of the program. The pursuit of the winning of games will be considered a secondary goal, while the development of strong character and the provision for wholesome play and recreation is the primary purpose.

## A. SAFETY

1. All players, coaches, officials, and spectators shall strictly adhere to all safety protocols and restrictions put forth by the league for all games and practices. Failure to comply can lead to ejection, team forfeit, and/or disciplinary action.
2. All batters, runners, on-deck batters, and player-coaches must wear batting helmets.
3. All players are strongly encouraged to wear protective athletic equipment.
4. All catchers must wear a protective cup, catcher's helmet, catcher's mask, chest protector, throat protection, and shin guard. All catcher's in 10U, 12U, 14U, and 18U must use a catcher's glove.
5. 18U and 14U teams must use NOCSAE approved catcher's helmet and chest protector per NFHS rules.
6. All catchers must wear a catcher's mask while warming up the pitcher, including bullpen warm-up catchers.
7. ***If a player is found not to comply with any safety rule:***
  - a. If discovered before the 4<sup>th</sup> inning, the player shall be disqualified for the remainder of the current game.
  - b. If discovered after the 4<sup>th</sup> inning, the player shall be disqualified for the remainder of the current game and the next scheduled game.
  - c. If found during a practice the player shall be disqualified for the next scheduled game.
  - d. In addition to the player's penalty, the Team Manager shall be suspended for the remainder of game plus the next scheduled game.
8. Flagrant throwing of equipment or any object (bat, helmet, etc.) by any player or coach during the game shall result in the ejection of that player or coach from the game.
9. In the opinion of the Umpire, any player that maliciously bowls over a defensive player shall be declared out and ejected from the game. Incidental contact is not justification for an ejection.
10. All on deck circles shall be near the team's bench and in dead ball territory; not foul territory. Exceptions may be made for safety on a field where the dugout entrances are in foul territory or if certain fields do not allow for adequate spacing.

## **B. TEAM MANAGER'S RESPONSIBILITIES**

1. Only Team Managers have the ability to confer with the Umpire(s) during a game. Assistants, players, or spectators questioning or arguing calls shall be deemed unsportsmanlike and may result in an ejection. Instead, the Team Managers shall call for a time out and ask for clarification on a call.
  - a. If a Team Manager becomes unavailable, an acting Team Manager must be made known to the Umpire and opposing team.

## **C. UNIFORMS**

1. Team managers, coaches, and players shall be properly attired at all games. No cut-off or sleeveless shirts allowed. Anyone in violation will be removed from the game until properly attired.
2. All players must wear league issued uniforms without any alterations. Players are to purchase their own baseball pants, teams may choose what color to wear, however all players must wear the same color pants or they will be considered non-compliant with the uniform code.
3. Players are not permitted to wear shorts for games in any league.
  - a. **EXCEPTION: 4U- League does not provide pants for 4U**
4. Player shirts must be tucked in at all times.
5. Per NFHS rules compression sleeves may be worn but they must be either black or match the team shirt color.
6. Cleats:
  - a. Plastic baseball cleats are allowed in all leagues.
  - b. Metal spikes are permitted in 14U and 18U leagues only.
7. Any Team Manager that objects to an opposing team's deviation from uniform shall notify the umpire. The umpire shall have the player/coach removed until properly attired; This includes all aspects of the uniform. If this cannot be accomplished the player shall be ineligible. If total players drops below 8 forfeit rules apply.

## D. BAT REGULATIONS

- a. All bats must be a baseball type, not softball




League	Max Diameter	Max Drop	Approved Certs
4U, 6U, 8U	2 – 1/4"	Any	Any
10U	2 - 1/4"	Any	Any
	up to 2 – 3/4"	-10	Any
12U	2 – 3/4"	-10	Any
14U	2 – 5/8"	-8	USA, USSSA, BBCor
18U	2 – 5/8"	-3	USA, USSSA, BBCor




*Drop is calculated by subtracting the bat length by weight in ounces. The lower the drop number the heavier the bat ratio is.*

*Examples: 33" bat that weighs 30 ounces = -3  
28" bat that weighs 18 ounces = -10*

## E. FIELD / GAME PREPARATION

1. Field setup shall be as follows:

League	Distance between bases 	Home plate to second base 	Pitching distance 
4U	40 feet	60 feet	Tee Only
6U	40 feet	60 feet	15 feet minimum
8U	50 feet	71 feet	36 feet pitching
10U	60 feet	84 feet, 10 inches	46 feet
12U	70 feet	99 feet	50 feet
14U	80 feet	113 feet	55 feet
18U	90 feet	127 feet, 3-3/8 inches	60 feet, 6 inches

-  Base distance is measured outside of base to outside of base.
  -  Home to second is measured from the back corner of home to the center of second base
  -  Pitching distance is measured from the back corner of home to the front edge of the pitching rubber.
2. Both home and visiting teams are responsible for making the field playable by game time. The final decision on whether to play rests entirely with the umpire.
  3. Both Team Managers shall be responsible for placement and recovery of all the bases.
    - a. If it is found that the bases have not been properly placed in a locked field box, both Team Managers shall be fined \$20.
    - b. A single warning per season shall be given to each coach before enforcing this.
  4. The home team shall relinquish the field to the visiting team at least 15 minutes prior to game time. If the home team has not used the field to warm up prior, they lose the right to do so.
  5. Team lineups must be submitted to the opposing team manager including last name, number (as indicated on jersey), and pitching availability. All changes during the game shall be conveyed to the opposing Team Manager.
    - a. Failure to comply will result in the ejection of the team manager.
  6. The home team shall occupy the first base side of the field, and the visiting team shall occupy the third base side for all regularly scheduled, play-off, and championship games.
  7. The home team shall furnish the baseballs for each game.
  8. The home team scorebook is the official scorebook.
    - a. Visiting team is responsible to ensure the scorebooks agree by checking between innings and at the end of the game.
    - b. **The Umpire-in-Chief, the Chief of Umpires, or the League President may deem the visiting team's scorebook as the official scorebook if the home scorebook is too difficult to evaluate.**



## F. PLAYER PARTICIPATION

1. All players who are present at a game shall bat in order throughout the game.
2. Teams in all leagues may start and play games with 8 players.
  - a. If a team is playing with 8 players, the 9<sup>th</sup> player position will be recorded as an out when due at bat until the position is filled.
    1. For 18U, 14U, and 12U, NFHS rules apply, and the 9<sup>th</sup> player position will be recorded as an out when due at bat until the position is filled.
    2. In 10U, 8U, 6U (when applicable) and 4U (if applicable), the 9<sup>th</sup> player position will be skipped over without penalty.
  - b. A game shall be forfeit when a team fails to have at least 8 players within 15 minutes of a game's scheduled start time.
  - c. If a team cannot field 8 players during a game for any reason (sick, injury, etc.), the game shall be called a forfeit.
3. If a player shows up after the game has begun, the player may be added at the bottom of the line-up.
4. If a player is ejected, it is an automatic out when that position in the batting order is due to bat.
5. If a player is injured and leaves a game, that position in the batting order is passed over without penalty. (If this drops a team to 7 players rule 2.c. does apply)
6. If a player is voluntarily removed from a game (by themselves or a parent), it is an automatic out when that position is due at bat.
7. A player experiencing an episode of extreme emotional and/or physical distress shall be allowed to be removed by a coach without penalty to their team.
  - a. The player may re-enter the game with Team Manager approval.
  - b. If the player is removed a second time it shall be for the remainder of the game.
  - c. The umpire and opposing coach must be made aware at the time of removal or insertion of a player.
8. A player may be withheld from practice or games for the following reasons:
  - a. Absence from a game or practice without a legitimate excuse.

- b. Swearing or other unsportsmanlike conduct
    - *The Team Manager must inform the player, parent, and League President for any discipline given. Up to a single game or practice may be given per instance.*
9. A double-rostered player is considered a full participant on both teams.
- a. Bat rules apply for the game the player is in.
10. Each team may call up to 3 players from the league directly below them, but only enough to make a full team (10 players for 6U, 8U and 10U, 9 players for 12U, 14U, and 18U).
- a. No lower leaguer may pitch.
  - b. In 18U League only: Players may be pulled from another 18U team to make 8 or 9 on a team but these players must not pitch.
  - c. Bat rules apply for the game the player is in.
  - d. Callups are permitted in any playoff game from a lower league, provided that team has been eliminated from the playoffs.
  - e. No exceptions, any infractions to this rule results in a forfeit after the first pitch is made.

## G. GENERAL GAME RULES

1. **For leagues that are composed of teams that are all governed by CFABA, the National Federation of State High School Associations (NFHS) Baseball Rules shall be enforced for game play.**
  - a. **Exceptions to this would be when there is a CFABA rule listed in this rulebook that conflicts with an NFHS rule.**
  - b. **When this conflict happens, the CFABA rule supersedes the corresponding NFHS rule.**
  - c. **Leagues that are managed by outside organizations (i.e. Community Baseball League, various tournament teams, and/or various travel ball teams etc.) that contain some (not all) CFABA teams may not enforce any CFABA rule.**
2. All games shall be officiated by officials assigned in accordance with the Umpire section of the CFABA Standing Rules to constitute a legal game.

3. The Umpire or League President may give a warning to coaches, players, spectators being unsportsmanlike. For egregious violations the person may be ejected without a verbal warning. These shall be noted in the scorebook.
4. All missed bases, tagging up too soon, etc. must be appealed by the defensive team.
5. Any player that has been removed from a defensive position during the game may re-enter the game.
6. All players in all leagues must play 3 complete innings per game.
7. Games may be altered due to the shortage of officials. Coaches will be notified by the League President of the game alteration and times.

#### **H. OFFENSIVE RULES**

1. Per the NFHS a team is allowed 1 offensive conference per inning.
  - a. The umpire shall enforce excessive time by a coach.

#### **I. WEATHER**








Per the NFHS there are no official rules on weather, they are guidelines only, therefore the CFABA will use the following rules to govern all games and practices.


1. The umpire(s) shall be solely responsible for delaying or canceling any game from the scheduled start time until it ends.
  - a. During a practice or scrimmage the coaches shall apply these rules.
  - b. For 4U, 6U, and 8U (if no Umpire is present) both coaches must agree to these rules.
  - c. League Presidents and/or the City of Cuyahoga Falls have the authority to cancel games for weather prior to game start time.
2. A 30-minute delay shall occur when thunder is heard or lightning is seen.
  - a. All players and coaching staffs shall retreat to their vehicles or designated shelter.
  - b. Every subsequent occurrence resets the 30-minute time.
3. A team that is not present when play continues shall constitute a forfeit.

4. The umpire may elect to continue or resume game play regardless if thunder or lightning are present **IF** the storm is deemed to be greater than 10 miles away and not moving closer to the field location.

**J. TIME CONSTRAINTS**


1. The length of game shall be as follows:

League	Max Innings	Max Time	Max. Runs per Inning	Special Notes
4U	2	1 hour	Unlimited	All players bat in 1 <sup>st</sup> and 2 <sup>nd</sup> inning.
6U	3	2 hours	Unlimited	All players bat in 1 <sup>st</sup> and 2 <sup>nd</sup> inning. The 3 <sup>rd</sup> inning players will bat through the line-up or 3 outs, whichever comes first.
8U	5	2 hours	5 	5 <sup>th</sup> inning is unlimited in playoff games only  
10U	6	2-1/4 hours	5 	6 <sup>th</sup> inning is unlimited 
12U	6	2-1/2 hours	10 	6 <sup>th</sup> inning is unlimited 
14U	7	2-1/2 hours	Unlimited	
18U	7	2-1/2 hours	Unlimited	


 Total runs may exceed the maximum runs with the completion of the play. The intention of this is to let a play continue for safety reasons.

***In 8U & 10U:** If 4 runs have been scored in an inning and a play allows 4 more runs to score, a team can have 8 runs in that inning.*

***In 12U:** If 9 runs have been scored in an inning and a play allows 4 more runs to score, a team can have 13 runs in that inning.*

 An umpire may deem any inning as the last inning for unlimited runs in 8U, 10U, or 12U due to impending weather, time

constraints, or to avoid mercy rules. The Umpire(s) shall notify team managers prior to the start of the next inning.

 Additional innings shall be added in play-off games to avoid a tie

2. No new inning shall begin after the maximum game time above has been reached.
  - a. Per NFHS Rules, a new inning begins immediately after the 3<sup>rd</sup> out of the previous inning has been made.
3. A game shall be considered complete if time maximums have been reached regardless of the inning.
  - a. Regular season games may end in a tie.
  - b. Score is recorded as the last complete inning.
4. Courtesy rule: With 2 outs in an inning a team shall replace a pitcher and/or catcher that is on base with the last out(s) made.
  - a. 8U and 10U shall replace a pitcher and/or catcher when 3 runs have been scored that inning.
  - b. 12U shall replace a pitcher and/or catcher when 8 runs have been scored that inning.
5. To keep the game within time limits:
  - a. All new pitchers and relievers may receive 8 pitches maximum.
  - b. All returning pitchers may receive 5 pitches maximum.
6. All play-off games will be completed.

**K. MERCY RULE**

1. A game shall be considered completed according to the chart below.

League	15 Runs Ahead		10 Runs Ahead		8 Runs Ahead	
	Home	Away	Home	Away	Home	Away
<b>10U</b>	Middle of 3 <sup>rd</sup>	End of 3 <sup>rd</sup>	Middle of 4 <sup>th</sup>	End of 4 <sup>th</sup>	Middle of 5 <sup>th</sup>	End of 5 <sup>th</sup>
<b>12U</b>	Middle of 3 <sup>rd</sup>	End of 3 <sup>rd</sup>	Middle of 4 <sup>th</sup>	End of 4 <sup>th</sup>	Middle of 5 <sup>th</sup>	End of 5 <sup>th</sup>
<b>14U</b>	Middle of 4 <sup>th</sup>	End of 4 <sup>th</sup>	Middle of 5 <sup>th</sup>	End of 5 <sup>th</sup>	Middle of 6 <sup>th</sup>	End of 6 <sup>th</sup>
<b>18U</b>	Middle of 4 <sup>th</sup>	End of 4 <sup>th</sup>	Middle of 5 <sup>th</sup>	End of 5 <sup>th</sup>	Middle of 6 <sup>th</sup>	End of 6 <sup>th</sup>

2. If the home team is winning, the bottom of half is not played.

3. A championship or all-star game may end in a mercy.

## L. INCOMPLETE GAMES

1. An Umpire may call the game because of darkness or weather.
2. Games will be considered complete if not tied after the following:
  - a. 8U 3 innings \*
  - b. 10U, 12U 4 innings \*
  - c. 14U, 18U 5 innings \*

\* *If the home team is ahead, playing the bottom of the inning is not required.*
3. Rained out or incomplete games may be rescheduled by the League President.
  - a. Games are to be rescheduled from the point of suspension.
  - b. If a game has not been completed or rescheduled for any reason it shall be a “non-game” and shall not appear in the standings.
4. All pitching restrictions must be adhered to.
5. Players or coaches ejected at any time will be ineligible for the completion of the game.
  - a. This includes completion of the game due to suspension or appeal.
  - b. Players and coaches are not permitted to be present on the field at any time for the completion of the game and the rest of the calendar day of game completion.

## M. PITCHING RULES

1. A pitcher may make 2 appearances.
2. Pitchers may not wear jewelry of any kind, wristbands, or reflective glasses.
3. The pitcher’s glove shall be of uniform color, neither white nor gray, and shall not be distracting to the batter. It must be an infielder’s or outfielder’s mitt (not a first baseman’s).
4. Batter hit by pitch allowances:
  - a. Removed from pitching the rest of the inning  
a. 8U, 10U, 12U - 3 batters

- b. 14U, 18U – 2 batters
    - b. Removed from pitching the rest of the game
      - a. 8U, 10U, 12U - 5 batters
      - b. 14U, 18U – 3 batters
- 5. Batter hit by pitch
  - a. NFHS rule 7-3-4 for reference:

*“If the batter permits a pitch to touch him, the ball is dead, the batter remains at bat, and the pitch is ruled a ball or strike. If the pitch is ball 4 the batter walks. If the pitch is strike 3, the batter is out.”*
  - b. Further to this NFHS rule, in the judgement of an Umpire a batter can avoid being hit they must do so.
- 6. Intentional walks:
  - a. (3) maximum are permitted per game
    - 1. No single player may be walked more than twice.
  - b. Team Manager calls for time from the bench and holds up 4 fingers to the home plate Umpire to signal an intentional walk.
  - c. May be asked for any time during the at bat.
  - d. No pitches are recorded for the batter after the intentional walk. Pitches thrown to the batter prior do count against the pitcher.
  - e. Must be scored in the book as “IBB”
- 7. Balks are not to be called in 10U or 8U. Any delivery of a pitch is legal provided the pitcher keeps their pivot foot on the pitching plate. If the pivot foot is determined to leave the pitching plate prior to delivery, or the pitcher stops their motion at any time, the ball becomes dead immediately and a “no pitch” is called.
- 8. Balks shall be called in 12U. Each pitcher will be given 1 balk warning per game. A balk warning will be counted as a no-pitch, the ball is declared dead, and no baserunners shall advance.
- 9. Mound Visits/Defensive Charged Conferences:
  - a. A Mound Visit or Defensive Charged Conference is a situation where a manager, coach, or non-playing representative confers with at least one member of the defense. This should take place near the pitching plate.
  - b. 8U, 10U, 12U: a maximum of 1 mound conference by a coach per pitcher per inning.

- c. 14U, 18U: Follows NFHS- 3 charged conferences per 7 inning game. In an extra inning game, each team shall be permitted one charged conference each inning while on defense without penalty.
  - d. The non-playing representative shall be given a reasonable amount of time for the charged conference as determined by the umpire-in chief.
  - e. If a team exceeds the maximum number of conferences listed above, the pitchers must be substituted.
10. Failure to comply with any part these pitching rules or pitch count are as follows:
- a. FIRST OFFENSE: Head coach will be ejected by the umpire from the game.
  - b. SECOND OFFENSE (during the season): Head coach will be ejected by the umpire from the game and shall be brought before the CFABA Disciplinary Committee to discuss further discipline up to removal of the coach for the remainder of the season.
11. Strike Zone:
- a. 10U, 12U: the strike zone shall be from the bottom of the knee to just below the shoulders, plus the black part of home plate.
  - b. 14U, 18U: the strike zone shall be per the NFHS rules.
  - c. An umpire may “open up” the zone but only after the completion of an inning. Both coaches must be informed of the new zone and given cause for the change.

## **N. PITCH COUNT**

1. A pitch is the intention or accidental act of throwing a baseball by the player designated as the pitcher to the player designated as the pitcher to the player designated as the catcher when the batter is in the batter’s box and the baseball is live. A pitch is legal provided the pitcher’s pivot foot is in contact with the pitching plate, the throwing action is legal per NFHS rules, the catcher is in the catcher’s box prior to the pitch being delivered, the batter is in the batter’s box prior to the pitch being delivered, and the ball is considered to be live by the Umpire-in-Chief. A pitch count is a tally of legal pitches that a pitcher makes in a game.



- a. Pitches that count toward the pitch count include: balls, strikes, pitches that result in base hits, pitches that result in hit batters, and all fouled off pitches.
  - b. Pick-off plays and pitches deemed illegal by the umpire are not added to a pitcher's pitch count tally.
  - c. Standard warm-ups before and during games are not considered for pitch counts.
2. A pitcher may not start a new batter once their "Maximum Daily Pitches" has been reached, but they may finish a batter. Rest required is based on actual number of pitches thrown.
 

*Example: 12U league pitcher after completing a batter ends with 51 pitches they must adhere to "3 days rest".*
  3. Each team shall keep pitch counts for pitchers on both teams.
  4. Prior to each game teams must disclose all pitching records with the opposing teams.
  5. A double rostered player may pitch in both leagues.
    - a. The lower league's pitch count range must be adhered to in all games for the player.
    - b. Both coaches shall coordinate to adhere to days rest.
  6. Pitches allowed by each league:

League	PITCH RANGES					Maximum Daily Pitches
	Minimum calendar day between game days					
	None	1 day	2 days	3 days	4 days	
<b>8U</b>	1 – 20	21 – 35	36 – 50			50
<b>10U</b>	1 – 20	21 – 35	36 – 50	51 – 65	66+	75
<b>12U</b>	1 – 20	21 – 35	36 – 50	51 – 65	66+	85
<b>14U</b>	1 – 30	31 – 45	46 – 60	61 – 75	76+	95
<b>18U</b>	1 – 30	31 – 45	46 – 60	61 – 75	76+	105

7. Upon discovering an "overpitched player" during a game the coaches shall call time out to compare books. If found to be true (by the home book) the Umpire shall eject the Team Manager.

## O. LEAGUE SPECIFIC RULES: 4U

1. Base Running:
  - a. Base runner cannot advance until the bat makes contact with the ball, and then they may only advance 1 base – no exceptions.
  - b. No stealing or lead-offs.
  - c. If a play is made at any base, the runner will be considered out and take their place on the bench.
2. If a ball hits a coach, it is a LIVE ball and play will continue.
3. No infield fly rule.
4. Defensive Rules:
  - a. Coaches are allowed on the field to help the defense.
  - b. Any one player may not play the same position twice in a game.
  - c. The defense can be rearranged, but only once per inning (infield to outfield)
  - d. A tenth player is allowed on the field and shall take the place of an outfielder. The position shall be that of an outfielder and must remain in an outfielder position until the ball is hit.
5. There shall be no pitching, tee to be used exclusively.

## P. LEAGUE SPECIFIC RULES: 6U

1. Shall have the identical rules as shown above in 4U with the following exceptions:
  - a. Coaches are allowed to pitch 5 pitches to each player first, then if necessary bring a tee out to complete the batter.
    1. EXCEPTION: Coaches may not pitch underhand
  - b. A 15 foot arc shall be drawn on the field from the rear point of home plate.
    1. A batted ball that is in fair territory but does not pass this line shall be considered a non-hit and the batter shall continue.
    2. All defensive player (excluding the catcher) shall not enter this area until the ball is in play.

## Q. LEAGUE SPECIFIC RULES: 8U

1. Base Running:
  - a. Base runner cannot advance until the bat makes contact with the ball.
  - b. No stealing or leadoffs.
  - c. Base runners may not advance on overthrows.
  - d. Play stops after an infielder attempts to make a play on the batter or baserunner.
    1. A runner may progress one base at their own peril, or retreat to the previous base with no penalty.
  - e. Play stops after an outfielder throws the ball in the direction of second base or towards a base where a play is being made.
  - f. A runner may proceed only to the base they are running to (at their own peril), and only if they are more than halfway at the time the ball is thrown.
2. If a ball hits a coach, it is a LIVE ball and play will continue.
3. Neither the infield fly rule, balk infraction, or dropped third strike rule shall apply.
4. Pitching:
  - a. Players shall be allowed to pitch while adhering to pitch counts. These players shall be known as "Player-Pitchers"
  - b. Player-Pitchers shall be able to make only two (uninterrupted) appearances.
  - c. Player-Pitchers are to throw a maximum of 4 pitches to a batter. These pitches must take place at the beginning of the at-bat.
  - d. No walks are permitted. If the batter has not successfully put the ball in play after 4 pitches from Player-Pitchers, their coach may finish the at-bat with 4 additional pitches. If the batter has not successfully put the ball in play after a total of 8 pitches, the batter is out.
5. Defensive Rules:
  - a. A maximum of 3 coaches are allowed on the field to help the defense.
  - b. Any one player may not play one position more than 2 innings in a game except for the catcher, they may play 3 innings at that position.

- c. A tenth player is allowed on the field and shall take the place of an outfielder. The position shall be that of an outfielder and must remain in an outfielder position until the ball is hit.
  - d. The catcher must throw back at least half of the pitched balls back to the pitcher. **PENALTY: Team Manager will be warned by the umpire(s) for first offense then ejected for subsequent offenses.**
  - e. You must always have a catcher. In the event that a team only fields 8 or 9 players, the removed positions shall be from the outfield.
  - f. An outfielder may not attempt an unassisted put out of a baserunner (the ball must be thrown to an infielder). The advancing baserunner shall be called safe at that base if it occurs.
6. Offensive Rules:
- a. If a batter has not hit the ball after 6 overhand pitches, the pitcher may move closer to the batter and pitch 2 additional underhand pitches.
    - 1. If the last pitch is fouled off, the batter may receive additional pitches until a strike or a hit.

## **R. LEAGUE SPECIFIC RULES: 10U**

- 1. Base Running:
  - a. Base runner shall not leave the base until pitched ball has passed home plate on the way to the catcher.
  - b. For instances when the batter **DOES NOT** put the ball in play:
    - 1. There is a maximum of one stolen base per runner per pitch, **however stealing second after a Base on Balls is not permitted.**
    - 2. Stealing home is never allowed.
    - 3. Runners between bases after the pitched ball passes home plate may:
      - a. Retreat to the previous base at his/her own peril.
      - b. Progress to the next base at his/her own peril.
  - c. For instances when the batter **DOES** put the ball in play:
    - 1. Base runners may continue to advance around the bases at their own peril.

2. The Umpire(s) determine(s) when no further action can continue and will call the ball dead accordingly.

Consequences:

- i. First infraction: Both teams shall be given a warning, the pitch shall be considered a delayed dead ball, and the umpire(s) may take away acquired bases after the play.
  - ii. Subsequent infractions: The offending base runner(s) shall be called out after the pitch or play. Any offending individual may be subject to ejection.
2. A batter may not advance to first base on a dropped third strike.
  3. No infield fly rule.
  4. Defensive Rules:
    - a. A tenth player is allowed on the field and shall take the place of an outfielder. The position shall be that of an outfielder and must remain in an outfielder position until the ball is hit.
  5. Offensive Rules:
    - a. No slap bunts will be allowed. It will be counted as a dead ball strike.

## **S. PROTESTS**

1. A player proven to be ineligible will be expelled by the CFABA Board from further participation for the balance of the present season. The Protest Committee shall decide which games in which the ineligible player participated in shall be forfeited.
2. Protests shall only be considered based on an Umpire's misinterpretation or misapplication of the rules. Protest based on judgement decisions shall not be considered.
3. A protest shall not be recognized unless the Umpire is notified at the time of the protested play, prior to the next pitch or a base runner being retired.
4. The exact time, pitch count, and detail of the play in question must be written in the home book and signed by the Umpire.
5. Written detailed information supporting a protest with a protest fee of \$20 must be filed with the Protest Committee no later than

5pm of the second business day following the game. The protest fee shall not be returned.

6. A decision concerning any protested game must be made by the Protest Committee within (5) business days following the protested game. If the protest is upheld, the game shall be rescheduled and shall resume from the point of the protest. Should the protest Committee fail to make and communicate its decision within the (5) day period, the protest fee shall be returned to the manager, regardless the outcome of the protest.

**T. EJECTIONS** (*applies to managers, coaches, players, and spectators*)

1. There shall be no appeal of an ejection by an Umpire.
2. An ejection will be a one game suspension minimum served at the next game they are eligible to play in including play-off, championship, and all-star games.
  - a. If an ejection occurs on the last game of the year, the suspension shall be enforced the following year regardless if a player/coach changes leagues.
3. When an ejection occurs for a player:
  - a. Play stops and the ejected player has 3 minutes to contain themselves to the bench for the remainder of the game.
    1. The player may participate in post-game activities (handshakes, team meetings, etc.)
    2. If the player acts unsportsmanlike or in a disrespectful manner while on the bench, the player shall be removed from the field without contact to the team.
4. When an ejection occurs for a Team Manager, Coach, or spectator:
  - a. Play stops and the ejected person has 3 minutes to leave the field and must remain away from the field without contact to the team for the remainder of the calendar day. Failure to do this shall cause a forfeit.
    1. An exception to returning shall be granted to aid an injured player.
5. The Team Manager receiving the ejection must notify the League President with the ejection prior to the next scheduled game.

- a. The League President shall contact the CFABA Board Secretary immediately for ALL ejections with the league, team, person ejected, and game day. The Secretary shall log these ejections and include in the CFABA Board minutes.
  - b. The CFABA Board shall convene as necessary to enforce further punishment.
6. Anyone not observing these rules can cause their team to forfeit the next scheduled game.
7. Any players serving a suspension from an ejection must be in full uniform and on the bench for the entirety of the game. The player may not enter the field of play at any time. Failure to complete this requirement will result in additional game suspensions until the requirements are met. Continued failure to comply will result in additional game suspensions.

## U. DEFINITIONS

CFABA Board	Trustees comprise the governing body of the CFABA organization that creates and enforces rules and policy.
CFABA Executive Board	The President, Vice President, Secretary, and Treasurer.
League President	Director of a league that governs an age group in all aspects including drafts, schedule, parent issues, and game play. Duties also include being the Team Manager's voice to the board. The League President is the first contact for parent or coach issues.
Team Manager (head coach)	Leader of an individual team that reports directly to the league presidents. They govern 2 assistant coaches and other parent helpers. These are the only individuals to interact with the umpires during games.
Coach	Any person aiding the Team Manager in any capacity.
Umpire	Official that is charged with officiating the game, enforcing the rules of the game, making judgement calls on plays, and handling all disciplinary action. The umpire has these duties the entire time he is present at the field.
Disciplinary Committee	A committee that governs all discipline of players, coaches, and spectators. This committee is chaired by a board member but is made up of 3 independent people from the community without a stake in any outcome. This may be called to order by any league president.
Compliance Committee	A group that ensures that all coaches and board member have the proper certifications including background checks.



## SIGNIFICANT RULE CHANGES FROM 2024

Page	Section Reference	Change
6	C.3	4U does not get pants
7	E.1	8U changed to 36 ft. pitching distance
8	8.B	Visitor scorebook can be deemed official if home scorebook is deemed to difficult to evaluate
9	2.a.1 / 2.b.2/F.5	Injured players leaving game rules
10	F.10	Call-up Rules for each league
10	G.1.a.b.c	CFABA rules vs. NFHS rules. vs. outside organizations rules
13	K.1 a.b.	Completed game rules
14	M.4.a.a	Pitcher removed for an <b>inning</b> for hit by pitch
15	4.b.a.b	Pitcher removed from <b>game</b> for hit by pitch
15	K.9.a./b.	Mound visit rules & 8U added rule for mound visits
16	N.1	Pitch count definition
17	N.1.A.B.	Pitches that count towards pitch count
18	Q.3	8U no infield fly, balk rules or dropped 3 <sup>rd</sup> strike
19	Q.4.A-D	8U “Player Pitcher” rules added
20	5.D.	8U catchers must throw back ½ of balls pitched if not coach consequence
20	R.1.B	10U no stealing second after base balls.

The following is an excerpt from Ordinance 64-1965, Section 331.05 passed by the Cuyahoga Falls City Council on April 26, 1965:

“No person shall prevent, delay, or interfere with an employee of the Recreation Department in the performance of his duties or conducting activities in any park or recreation area in the City.”

Adopted April 1972

Board of Trustees

Cuyahoga Falls Amateur Baseball Association

Reviewed January 2007