



2024

Rules and Regulations

Ashland

Centralia

Hallsville

Harrisburg

Mexico

New Bloomfield

North Callaway

South Callaway

Sturgeon

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CHAPTER ONE - GENERAL INFORMATION

Article I - League Origin

The Central Missouri Youth Baseball League was organized in January 1961 at a meeting in Fulton, Missouri, with Paul Mattern (Holts Summit), Bob Sappington (Ashland), and Wallace Hill (Fulton), meeting and adopting the original rules. Girls' softball was added in 1964 at a meeting in Ashland, Missouri. The League changed its name to Central Missouri Athletic Association (CMAA) at a meeting held in Hartsburg, Missouri in 1967. The tee-ball divisions for boys and girls were added in 1982.

Article II - League Name and Purpose

The name of the organization shall be the Central Missouri Athletic Association (CMAA) and is to be incorporated each year.

The purposes of this organization are:

1. To furnish recreation to Central Missouri youth and adults with organize leagues of various sports such as baseball, girls' softball, and any other sport of which a minimum of four (4) teams desire to enter.
2. To establish rules and regulations fair to all teams.
3. To teach better sports by furnishing proper instruction and supervision.
4. To teach persons participating to be better citizens by learning to compete against each other on a friendly and competitive basis.

Article III - Board of Directors

Section A: The Board of Directors of the CMAA shall consist of:

1. President
2. Vice President
3. Secretary
4. Treasurer
5. One Representative from each community not holding an office in CMAA.

CMAA officers will be elected every two years. The President and Secretary/Treasurer officers must be elected on alternating years.

Article IV - Association Officials

Section A: The Officials of the CMAA shall consist of:

1. President
2. Vice President
3. Secretary
4. Treasurer
5. The selected Board Members - see Article Three
6. One Representative from each community not holding an office or a Board Position.

This gives each town represented, two (2) votes.

Section B: Voting responsibilities.

1. All CMAA officials shall have one (1) vote on all league business except the deciding of protests.
2. Majority vote will determine all decisions by the CMAA officials. All votes shall be an open vote with no secret ballots permitted.
3. Nominations for officers will be made from the floor by the City Commissioners or their Representative.
4. Any Town Representative or Official may be removed from office by a two-thirds (2/3) vote of the CMAA officials present. Said removal will take effect immediately and the CMAA Officials are to immediately choose a successor.
5. Action taken at a regularly scheduled or special meeting of the CMAA officials will be the final Decision of the Association. The CMAA or any of its members are to be in no way jeopardized by any team or member of a team for decisions or acts arising at any such meeting.
6. Each town shall have one (1) vote in the deciding of protests.

Article V - Duties of Association Officials and Representatives

Section A: The duties of the CMAA President:

- To lead all scheduled CMAA meetings
- To vote the deciding vote in the event of a tie
- To act for the CMAA when business arises until regularly scheduled meeting occurs
- To act as secondary on the CMAA bank account and will be authorized to sign checks in the event the Treasurer is unable
- Shall suspend any player or team for any league violations until the Board of Directors is able to officially meet
- To create the organization's league schedule, which includes collecting field usage information and black-out dates
- Respond to e-mails that come to the CMAA's G-Mail account
- Open and close registration for all CMAA towns
- Assist Town Commissioners with LeagueOne website issues/questions
- Create Agenda items for regularly scheduled CMAA meetings
- Assist with end-of-season Tournament as needed

Section B: The duties of the CMAA Vice President:

- To lead CMAA meetings in the event that the President is not in attendance
- To act as official head of the CMAA in the event the President is absent/unable
- To assist the organization President with scheduling
- Respond to e-mails that come to the CMAA's G-Mail account
- Open and close registration for all CMAA towns
- Assist Town Commissioners with LeagueOne website issues/questions
- Reserve location for all regularly scheduled CMAA meetings
- Create Agenda items for regularly scheduled CMAA meetings
- Update information on the Active website for all towns
- Assist with end-of-season Tournament as needed

Section C: The duties of the CMAA Secretary:

- Update the CMAA Rulebook each season and as necessary
- Record and distribute official meeting minutes for all CMAA meetings
- Create Agenda items for regularly scheduled CMAA meetings
- Create sign-in sheet for all regularly scheduled CMAA meetings
- Assist with end-of-season Tournament as needed

Section D: The duties of the CMAA Treasurer:

- Handle collection of all membership dues from participating towns
- To handle the CMAA funds in a bank chose by the President/Treasurer
- To report the financial status of the CMAA at meetings as requested
- Assist with end-of-season Tournament as needed
- Order medals for all divisions at end of season

Section E: The duties of the CMAA Board of Directors:

- To help draw up and decide on rules and policies of the CMAA to all sports.
- To represent his/her area at all meetings.
- To decide rulings on protests, disciplinary actions throughout league

Section F: The duties of the CMAA Town Representative:

- To represent the teams of his/her town at Association meetings.
- To assist and advise the Board of Directors of future rule changes and any other business that will help the CMAA.
- To make certain that his/her teams have complied with all rules and proper schedules.
- To make certain that his/her teams have rules and proper schedules.
- To be responsible for seeing that all scores are sent in for each home game of his/her town.
- Notify the Secretary of the CMAA of all rainouts, forfeits and player ejections by number and date assigned.
- If the results of a game are not received by the CMAA Secretary/Treasurer **within seven (7) days** after a playing period, the Home Team will be given a forfeit.

Section G: The duties of the Team Managers and Coaches:

- To make certain their team plays according to the schedule and follows all rules and purposes.
- To conduct themselves as gentlemen or ladies at all times while taking part in this Association.
- To complete an accurate game slip provided by the Home Plate Umpire, including the team record, at the end of each game.
- To be responsible for the conduct of their crowd. Failure of good behavior of the spectators can result in a forfeit being awarded and possible suspension of the team and/or fan from Association play.

Article VI - CMAA Membership

1. Towns of any size may enter teams in any age division of the CMAA providing they are approved by the CMAA officials at the last meeting prior to the beginning of the season.
2. The CMAA officials shall divide teams into age divisions, regions, and areas whenever necessary.
3. A new community entering the Association must enter at least four (4) teams.
4. Each Town must have onsite one (1) copy of CMAA rulebook and one (1) MSHSAA handbook at all times

Article VII - CMAA Meetings

Section A: Meetings of the CMAA officials shall be called by the President:

1. Whenever, in his/her opinion such meetings are necessary.
2. Whenever requested by a majority of Town Representatives.
3. During the months of January through August, one meeting must be held each month.

One representative from each town must be present to constitute a quorum.

Section B: Number of meetings attended:

1. Each town must be represented at a minimum of five (5) scheduled meetings (January to August).
2. Failure to comply could cause the town to be dropped from the Association.

Article VIII - CMAA Team entry fees per team:

Section A: CMAA entry fees per team:

1. An entry fee of forty dollars (\$45.00) will be charged each team entered and must be paid to the CMAA at the last meeting of March prior to April 1st.

No team will be permitted to start the season play until the entry fee is paid.

Section B: Entry fees shall be used as follows:

1. Operations of the Association and medals.
2. President Salary..... \$600.00
3. Vice President Salary\$500.00
4. Secretary Salary \$300.00
5. Treasurer Salary.....\$300.00
6. Tournament Director..... \$300.00

Salaries will be paid out by July 31st of current year after officer attendance has been figured.*

***Attendance of Elected CMAA Officers:** Elected CMAA Officers (President, Vice President, Secretary, and Treasurer) must attend 80% of CMAA Meeting's each year. The board can grant leniency on

emergencies and if the officer gives more than 2 hour notice to the board. If an officer does not meet those standards the board can vote to not pay that officers salary for that year.

Article IX- Association Awards

Individual medals will be awarded to a minimum of three (3) teams in each division.

CHAPTER TWO - LEAGUE RULES

Article I - Charging Admission to Games:

1. Admission fees or passing of the hat is permitted in the CMAA.
2. No player, manager, coach, scorekeeper, or Association Official is to be charged admission fees if they are participating in any regularly scheduled game or rescheduled game. The home team shall keep the total collected except the playing of a game on a neutral field.
3. There will be admission charged for CMAA Tournament games.

Article II- Umpires:

Section A: Umpire age requirements:

1. Umpires must be at least fifteen (15) years of age to umpire in the **Jr. Atoms, Atoms, Jr. Misses, and Misses** divisions.
2. Umpires must be at least fifteen (15) years of age to umpire behind the plate in the **Jr. Pre-Teens,** and **Jr. Bantams** divisions.
3. Umpires must be at least sixteen (16) years of age to umpire behind the plate in all other divisions.
4. Umpires must be at least fifteen (15) years of age to umpire in the field for all divisions.

Section B: Going over ground rules before the game:

1. Managers and umpires must get together before the start of the game to go over the ground rules.
2. Once the Umpire(s) finishes meeting with coaches the game clock starts. The umpire will announce the game time for both coaches.

Section C: Equipment worn by the umpire:

1. Umpires will wear masks in all games when calling behind the plate.
2. Umpires must be at the field no later than (10) minutes before the regularly scheduled starting time.

Section D: Number of Umpires at each game:

1. Each Town is responsible for providing (2) umpires, (1) behind home plate and (1) in the outfield for each softball/baseball home game for the Jr. Bantams, Jr. Pre-teens, Bantams, Pre-teens, Juniors and Young Teens.
2. If two paid umpires are not provided, then the HOME team must provide a field umpire, i.e. a

parent.

- a. CMAA / Town Board officials need to be first option. If there is no availability, parents may be used but only as last resort

Article III- Rosters/Selection of Team:

1. Teams will be chosen through a draft process in which each coach alternately chooses player sign-up sheets or divided by grade. During each draft round, coaches rotate who chooses first, second, etc. The Commissioner must approve any deviation from this procedure. If any problems cannot be solved, it will be taken to the CMAA board.
2. The CMAA will only recognize one (1) Head Coach, and one (1) Assistant Coach per team. The Head Coach and Assistant Coaches children will be exempt from the draft and will automatically be placed on the same team. All other players will be subject to the draft.
3. Players may play up one grade level at Commissioner's discretion.
4. Players **ARE NOT** allowed to play with a team in their own division
5. This roster shall contain no more than eighteen (18) players, providing they meet the requirements.
6. New players may not be added to the roster after June 1st unless player is new to district. All new additions must be reported to the town commissioner. The Official Town Registration Form, provided by their corresponding town or CMAA, and payment, must be provided for acceptance. The Town Counsel and/or Town Commissioner will then assign a team(s).
7. If a child, not having a division of their grade represented by their community in CMAA, may then join another CMAA community (if approved by the Town Commissioner/ Town Board)
 - a. Parents will then need to provide proper registration and fees.

Article IV- Suspensions, Games Forfeited, and Fees Paid

Section A: Reason for player, coach, or team suspension:

1. The CMAA President or his appointed representative for no longer than one (1) year may suspend a player, coach, or manager.
 - a. After one (1) year term has been served, an evaluation will take place and a vote for reinstatement will occur by the TOWN COUNSEL.
2. Their Town Representative may suspend a player for a period of time not to exceed the current playing season for rules, training, or playing violations.
3. The CMAA President may suspend a team for violations of rosters, illegal players, poor sportsmanship, or failure to reschedule postponed or rain-out games.
4. Coaches will forfeit games when:
 - a. Improper rosters are submitted.
 - b. A team fails to submit a roster.
 - c. A team does not follow any/all rules including CMAA exemptions
 - d. A team will not follow the playing schedule.
5. If the opposing team borrows any number of players from the other team (1 or more) it automatically becomes a forfeited game for that team. You can have any number of kids and play but once you use other players from the opposing team you can play but it will be considered a forfeited game.

Section B: Games forfeited, suspensions, and fees paid:

1. While a team is under suspension all regularly scheduled games shall be forfeited.
2. Any team who walks off the field, taking their equipment with them, for any CMAA rules disagreement or decision, shall forfeit said game and may be suspended from all CMAA play.
3. Any team who does not follow their schedule during the regular playing season, reschedule games, or playoff games, except District, State, and National tournaments, will forfeit all games played and will not be eligible for any trophies.

Section C: Team withdrawal after the registration deadline:

1. A withdrawal fee of \$15.00, paid by the Town Counsel withdrawing, will be charged as well as the loss of their \$45.00 registration fee.

Article V- League Season, Timeframes, Re-Scheduling Games and Rainouts

Section A: Registration cut-off dates, season start and end dates:

1. The cut-off date for the entering of teams is April 1st for all divisions. All divisions entered at this time will be put on the schedule, unless a necessary change arises.
2. Initial registration in each city must be held no later than the second (2nd) Saturday in March.
3. Teams will commence play no sooner than June 1st, unless agreed upon differently at the last meeting before the start of the season
4. The regular season must end in all divisions no later than July 31st.
5. Games will only be re-scheduled for rainouts (or schedule conflict by the league) not for inconvenience of a team.
6. If a game is cancelled due to weather, the Home team must provide at least 3 dates where the Visiting team does not already have a game scheduled. The Home team must provide those dates within 72 hours of when the cancelled game was scheduled, and the Visiting team has 24 hours to respond.

Article VI- Protests

Section A: Protests involving player eligibility:

1. Protests on violations of any rule of the Association governing eligibility may be filed by a bona-fide team against any other team of this Association.
2. All protest on a violation of eligibility rules must be filed within seven (7) days during regularly scheduled league season with a member of the Town Council or Town Commissioner.

Section B: Protests on the use of baseball/softball:

1. In any game where the home team does not use the official league baseball or softball and a protest is filed the visiting team shall win by the CMAA President ruling so.

**Section C: Protest on rules, fees, and handling by CMAA officials:
PROTEST PROCEDURE (CMAA Board Policy)**

The Board of Directors adopted the following Policy, in January, 2016, to address protests: The Board acknowledges that mistakes are made by umpires in judgment and even sometimes in misapplication of game rules. However, the decisions rendered by umpires at the contest site are to be final and any further process other than the one outlined below would not truly serve a useful purpose in the overall scope of CMAA athletics.

1. Within the procedures established within each individual sport rule code, the head coach must request a review of an umpire's application of a rule through appropriate channels.
2. If, after the review is complete, the coach still believes there has been a misapplication of a rule by an umpire(s), the coach shall then file a formal verbal protest with the game umpires who will then notify the opposing coach immediately of the protest. A coach shall not protest a decision of judgment.
3. Following this notification of protest, the head coach shall be allowed approximately five (5) minutes, no more than ten (10) minutes to use his/her CMAA Rules and Regulations, National Federation Rules Book, National Federation Case Book, MSHSAA Rules Meeting Announcements and/or MSHSAA Sport Manual to locate and show the game umpire(s) the appropriate rule reference which clarifies a misapplication of the game rule. If the head coach does not have personal copies of the above mentioned materials at the game site or the specific rule reference(s) or case book play(s) cannot be located within the maximum allowable ten minutes, the protest shall automatically be disallowed and the game shall continue from the point of interruption. If a rule reference(s) or case book play(s) is found that indicates a misapplication of a rule has occurred, the umpire's decision shall be corrected at that time before any further action occurs, and the game shall be resumed from the point of interruption after the correction as provided in the contest rules. When appropriate, the game umpires may assist the head coach in locating appropriate rule and case book references.
4. **CMAA Rules/Regulations** that differ from National Federation Rules Book, Casebook, MSHSAA Rules Meeting Announcements and/or MSHSAA Sport Manual will be will override the above mentioned.
5. All protests shall be resolved at the site before any further game action occurs.
6. Protests that are not filed in a timely manner by that sport rules code shall be automatically disallowed.
7. The CMAA Board of Directors and/or Staff shall not review game protests. NOTE: Protests concerning matters of an official's judgment shall NOT be considered.

CHAPTER THREE - GENERAL PLAYING RULES

Article I - Grade Requirements

1. Players are to be divided by their grade in the current school year at the time of registration.
2. Players, whose birthday would put them in the class above, can be moved up by the town Commissioner at the request of his/her parents.

BASEBALL DIVISIONS	GRADE	AGE ON MAY 31ST	PITCHING SCHEDULE	SOFTBALL DIVISIONS
Jr. Atoms	1st	7	Coach Pitch	Jr. Misses
Atoms	2nd	8	Kid/Coach Pitch	Misses
Jr. Bantams	3rd/4th	9, 10	Kid Pitch	
	3rd/4th	9,10	Kid/Coach Pitch	Jr. Pre-Teens
Bantams	5th/6th	11, 12	Kid Pitch	Pre-Teens
Juniors	7th/8th	13, 14	Kid Pitch	Young Teens

Article II - Player's Eligibility and Rules

1. All players, under the age of 18, must present their Town Representative a statement by their parents or guardian permitting them to participate in the CMAA.
2. Players may play in more than one age group providing:
 - a. They do not cause a player in the other age group to be dropped from a team.
 - b. They are on the roster of each team that they play with and must participate in at least seventy-five (75%) percent of the games with the team in their own grade division.
 - c. A pull-up player cannot be used in a game any time ten (10) regular roster players are available.
 - d. No player may participate with more than one team in each division.
3. A player must be an amateur - by all standards - and remain such during the entire period of playing in this league. No player shall be entitled to receive any pay for his/her services and any player participating for pay shall be barred and their team shall forfeit all of its games the player has played in.
4. Players released from a team shall not join another team in the CMAA without permission of the CMAA. They must have a written release from their former manager.
5. A player can compete in only one sport (either softball or baseball) in one season, and must complete the entire season in the sport chosen at the beginning of the year.

Article III - Conduct of Players, Coaches and Managers

1. Town Representatives/Chairs will be responsible for the following:
 - a. Players, coaches, managers, and the spectators are responsible for the conduct of their crowd. Failure of good behavior of the spectators can result in a forfeit being awarded and possible suspension of the team and or fan from Association play.
 - b. Players, coaches and managers guilty of swearing on the playing field shall be ejected from the game and suspended for up to three (3) games.
 - c. Fighting, or drinking of intoxicants on the playing field or signs of drinking intoxicants are prohibited. Any player, manager, coach or umpire violating such rules shall be suspended from one (1) calendar year.
 - d. Managers, coaches and players are not allowed to stand, sit, or remain behind the screen directly behind the catcher while the game is in progress.
 - e. No person is permitted to smoke on the playing field or in the dugouts ANY person doing so shall be removed from the game.
 - f. If a coach or assistant coach is ejected from a game, they WILL lose coaching privileges for the next game and reinstatement will be discussed among the Town Counsel or CMAA Board of Directors.
 - g. If a player is ejected from a game, they will lose playing privileges for the next game and reinstatement will be discussed among the Town Counsel or CMAA Board of Directors.

Article IV - General Game Playing Rules

Section A: The pitching distance and distance between bases for all divisions are as follows:

Division	Pitching Distance	Distance Between Bases
Jr. Misses and Misses	35 Feet	60 Feet
Jr. Pre-Teens	35 Feet	60 Feet
Pre-Teens	40 Feet	60 Feet
Young Teens	43 Feet	60 Feet
Jr. Atoms and Atoms	40 Feet	60 Feet
Jr. Bantams	45 Feet	70 Feet
Bantams	50 Feet	70 Feet
Juniors	55 Feet	80 Feet

***Portable pitching mounds will be used for Jr. Bantams, Bantams, & Juniors division**

Section B: What constitutes a complete game, tie and/or inclement weather?

1. **International Tiebreaker Rule:**
 - a. When a regulation game ends in a tie, at the beginning of each team's at bat, the last out from the previous inning is placed on 2nd base with no outs. All other baseball rules will remain in effect.
 - b. There will be a maximum of two (2) extra innings and if the tie has not been broken, the game shall end and an official tie will be called.

c. This rule will only apply to Bantams, Juniors, Preteens, & Youngteens Divisions

2. **Jr. Misses/Jr. Atoms, Misses/Atoms, Jr. Pre-Teens/Jr. Bantams:** five (5) innings will be played.
 - a. In five (5) inning games: It will be a complete game when after three (3) innings a team is behind by thirteen (13) runs, or after four (4) innings a team is behind by seven (7) runs, and completed its turn at bat.
3. **It will be a complete game when called by inclement weather and field becomes unsafe, if:**
 - a. The visiting team has scored more runs in two (2) or more innings than the home team or,
 - b. The home team has scored more runs than the visiting team in their part of the inning or any fraction inning after one and one-half (1 ½) innings.
4. **Pre-Teens/Bantams and above:** seven (7) innings will be played
 - a. In seven (7) inning games: it will be a complete game when after five (5) innings a team is behind by thirteen (13) or more runs or after six (6) innings a team is behind by seven (7) or more runs, and completed its' turn at bat.
5. **It will be a complete game when called by inclement weather and field becomes unsafe, if:**
 - a. The visiting team has scored more runs in five (5) or more innings than the home team.
 - b. The home team has scored more runs than the visiting team in their part of the inning or any fraction inning after four and one-half (4 ½) innings.

Seven (7) Inning game:

1. If a second game of the day is called because of darkness or if light failure occurs , and has less than five (5) complete innings played with the visiting team leading; or four and one half (4 ½) innings if the home team is leading, it shall be a suspended game and will continue at a later date agreeable with both managers.

Five (5) Inning game:

1. If a second game of the day is called because of darkness or if light failure occurs , and has less than three (3) complete innings played with the visiting team leading; or two and one half (2 1/2) innings if the home team is leading, it shall be a suspended game and will continue at a later date agreeable with both managers.

- **A team can be determined a winner if, because of the six (6) run rule, the opposing team cannot tie or lead in the remaining allowed innings.**
- **On a field that has no lights for nighttime play, no inning shall start after 8:30 p.m.**

Section C: Head coach requirements and dealing with the umpire:

1. Head coaches and acting head coaches must be at least eighteen (18) years of age.
2. Coaches need not wear uniforms as per MSHSAA specifications nor does the guidelines for Logos and lettering apply.
3. In case of discussion with the umpire, only the head coach is allowed in this discussion. Other coaches or players are not permitted to participate in this discussion, unless asked by the umpire or opposing team manager.
4. Any person violating this rule may be ejected.
5. Players not actively participating in the game and spectators must remain off the playing

field as a safety precaution.

Section D: Field and baseball/softball requirements:

1. When a game is played on a diamond with the distance between bases less than (90) feet, the coaches' boxes at first and third base shall be moved so as to be in the same relative position with the first and third bases on a regulation ninety (90) foot diamond.
2. Base lines must be marked at least to the bases and the bases must be tied down.
3. In all softball divisions a double base is required at first base.
4. The infield must be dragged prior to the night's play unless mutually agreed by both managers.
5. If the home team does not have the field dragged and marked properly ten (10) minutes after a regularly scheduled game time, the home team shall receive a forfeit.
6. All baseballs and softballs of official size and of a quality suitable for a said age group can be used by CMAA teams providing they are of a quality acceptable to both teams in league play. For a list of approved baseballs and softballs that can be used, please go to www.littleleague.org/tournament-resources/approved-balls
7. Plastic coated baseballs may be used only in the Junior Atoms and Atoms Divisions.
8. One (1) new authorized league baseball and two (2) good used league baseballs are required for every regularly scheduled game and must be furnished by the home team. In softball divisions, one (1) new softball and one (1) good used softball, or two (2) good used softballs are required.

Section E: Player Equipment and Dress Requirements:

1. Players in all divisions must wear a NOCSAE approved head protector with flaps while at bat and when running the bases.
2. All divisions are required to wear NOCSAE approved catching helmets in perfect condition.
3. Starting with the 2010 season: ALL GIRLS DIVISIONS must wear a NOCSAE approved batting helmet with a FACE MASK.
4. Bat rules are as follows:
 - a. SOFTBALL BATS FOR SOFTBALL ONLY
 - b. BASEBALL BATS FOR BASEBALL ONLY
CMAA will follow the USSSA Bat Rule of no more than a 1.15 BPF Standard (allowing up to a 2 5/8 barrel diameter) with no drop limit. If it has a USSSA Mark, is BBCOR or NHSF approved, the bat is approved for use in CMAA.
5. Any form of metal cleat, spike, or any other "metal" shoe will not be allowed in any division.
 - a. The player and coach will be asked to change out of metal cleats, if change is not made, player will be taken out of lineup and will be considered an auto out each time the player is scheduled to be at bat.
6. A shirt with no number or numbers, or duplicated numbers is acceptable.
7. All players must be appropriately dressed for baseball/softball.
 - a. Baseball/Softball Sliding Pants are recommended
 - b. Jeans/Shorts are discouraged but allowed
8. No jewelry allowed; stud earrings that cannot be removed must be taped.
9. Athletes in the baseball divisions are encouraged to wear a cap while performing. The

catcher may be excused from wearing a cap while performing behind the plate.

Section F: Game start time requirements:

1. Teams must be ready to start the game at game time. The first game must start no later than ten (10) minutes after the scheduled starting time or a forfeit will be declared.
2. All weeknight games must begin no earlier than 6:30pm. In case of night doubleheaders, the first game must start at 6:30pm. The second game will start at or as near to 8:00pm as possible.
3. If there is a two hour game scheduled in the 6:30pm time slot, the second game will begin at 8:30pm.
4. Saturday games can begin at 10:00am, and Sunday games can begin at 1:00pm
5. **All field practicing prior to the start of the game must take place behind the base lines with the exception of the starting pitcher and catcher.**
 - a. **The starting pitcher may receive eight(8) - ten(10) practice pitches off the mound before the start of the game, or one minute-thirty seconds (1min 30sec), whichever comes first.**
 - b. **The starting pitcher may receive five(5) - eight(8) practice pitches off of mound in between innings, or one minute (1 min), whichever comes first.**
 - c. **Any new pitcher will receive eight(8) - ten(10) practice pitches off the mound or one minute-thirty seconds (1min 30sec), whichever comes first.**
 - d. **After time limit or ball count has expired, the ball is returned to the mound and live play will continue**

Section G: No Automatic forfeit for lack of players

1. When a team is lacking available players, they may only pull up an available player from 1 division below the division they are playing.

Section H: A base runner or fielder maliciously hitting or colliding with another player:

1. Any base runner or fielder that maliciously hits or collides with another player **WILL BE EJECTED**. The player will then be evaluated by the Town Board of Directors and it will be determined if future disciplinary actions are required.

Section I: CMAA Rules that are not covered in this book:

1. Baseball/Softball Rules published by the MSHSAA and rules adopted by the CMAA officials shall be the governing rules of the organization. All rules adopted by the CMAA shall override the MSHSAA rules.
2. Only for safety issues, rules may be changed or adopted at any regularly scheduled meeting by a majority of the CMAA officials present.
3. Each town shall provide copies of MSHSAA rule book and CMAA rule book at each field.
4. Baseball Pitchers/Coaches must pitch with a full, overhand motion
5. Softball Pitchers/Coaches must pitch with a full, underhand motion
 - All Softball divisions will be fast pitch softball.

Section J: CMAA Rules / Special Rules Defined

1. Infield Fly Rule:

- a. Before there are two (2) outs and at a time when first (1st) and second (2nd) bases are occupied

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") and the batter will be out regardless of whether the ball is actually caught. Umpires typically raise the right arm straight up, index finger pointing up, to signal the rule is in effect.

If "infield fly" is called and the fly ball is caught, it is treated exactly as an ordinary 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.

An infield fly may be declared by any umpire on the field. Umpire's judgment

The infield fly rule is a judgment call, as the rule states that "The judgment of the umpire must govern" and "is in no sense to be considered an appeal play". The rule also states that "Infield Fly" shall be declared immediately upon an umpire's determination that a batted ball has become an infield fly based on the criteria described above and is solely based on the umpire's discretion. Since different umpires may have different definitions of what constitutes "ordinary effort," the rule may be applied differently depending on the umpire and game conditions.

2. Dropped 3rd Strike Rule:

- b. Less than two (2) outs: First (1st) base must be unoccupied (prior to pitch).
- c. Two (2) outs: First (1st) base can be occupied

The batter immediately becomes a runner once the ball is dropped, so the catcher must either tag the player out or throw the ball to first to get the player out on a force at first base. If there is one out in the inning, first base must be empty in order for this rule to apply. If there are two outs, first base may be occupied and the rule will still apply.

CMAA Adopted Rule for Dropped 3rd Strike Rule: (for Jr. Bantams only)

- Less than two (2) outs: runners will remain frozen
- Two (2) outs: runners can advance one (1) base only, regardless of an overthrow

3. Coach Pitch "full, underhand motion" - rule applies for All Divisions of Coach Pitch Softball

- a. Coach must have at least (1) foot on the mound and ball must be brought (at least) behind the hips before the motion to throw underhand to catcher.

4. **Coach Pitch "full, overhand motion" - rule applies for All Divisions of Coach Pitch Baseball**
 - a. Coach must have at least (1) foot on the mound and ball must be brought (at least) behind the shoulders before the motion to throw overhand to catcher.

5. **Overthrow:**
 - a. When a controlled ball is thrown over or past its intended base or position

THESE ARE SUMMARIZED RULES: COACHES NEED TO EDUCATE THEMSELVES ON COMPLETE DEFINITIONS

Baseball/ Softball rules not mentioned can be found in the NFHS, MSHSAA, NCAA rulebooks provided by Town Counsel

CHAPTER FOUR - BASEBALL

Article I - Junior Atoms Division - 1st Grade Boys (Coach/Tee)

Section A: Playing field and equipment setup, and baseballs used:

1. Junior Atoms Quick Guide:

- a. Pitching distance equals 40 feet (40')
- b. Distance of bases are 60 feet (60')
- c. Regulation baseball required
- d. An eight (8') foot radius circle around the pitching rubber.
- e. No Bunting
- f. No Steals
- g. No Pickoffs
- h. No Infield fly rule
- i. No Walks
- j. No Dropped 3rd Strike
- k. Defensive team must provide a shag behind the umpire to help field passed balls
- l. One (1) Offensive Coach will be able to assist their batters on the field.
- m. Two (2) Defensive Coaches will be able to assist their players from outfield ONLY.
(section C: Rules 5,6 will be applied)

Section B: What constitutes a game and time limit:

1. Five (5) innings shall constitute a regulation game.
2. Time limit: a new inning will not start after 1 hour, 15 minutes, unless in a tie.
3. It will be a complete game when after three (3) innings a team is behind by thirteen (13) runs, or after four (4) innings a team is behind by seven (7) runs, and completed its turn at bat.
4. It will be a complete game when called by inclement weather and field becomes unsafe, if:
 - a. The visiting team has scored more runs in two (2) or more innings than the home team or,
 - b. The home team has scored more runs than the visiting team in their part of the inning or any fraction inning after one and one-half (1 ½) innings.

Section C: Pitching requirements:

1. No Called Balls or Called Strikes,
2. The batter will be allowed three (3) pitches from the coach to hit the ball. If batter has not hit the ball, a tee will be brought out and batter will be allowed three (3) swings off the tee. If the batter does not hit the ball, the batter is out.
 - a. ***When the baseball tee is in use, the pitching coach will exit the playing /field***
3. There will be an 8ft line in front of the tee. The ball must go past that line in order for the ball to be fair. If ball does not go past the 8ft line, it is considered foul.
4. With two strikes on the batter, a foul ball will result in a continuation at bat.
 - a. The bat must make contact with the ball when batting off the tee
5. The pitching coach MUST pitch with a "**full overhand motion**"

Coach Pitch "full, overhand motion" - rule applies for All Divisions of Coach Pitch Baseball

- a. **Coach must pitch from inside the 8'** circle and ball must be brought (at least) behind the shoulders before the motion to throw overhand to catcher.
6. The pitching coach will make every attempt to avoid contact with the hit ball. If he or she is hit by the ball, the hit ball will be considered a foul ball and will be counted as one (1) of their seven (7) pitches. If the pitching coach hits the batter with the ball it will be a dead ball, there will be no base awarded, and will be counted as one (1) of their (7) pitches.
7. If, in judgment of the umpire, the pitching coach interferes with the defensive play of the ball, the batter will be called out and runners will be forced to return to their previously occupied base.
8. Before a pitch is thrown, the defensive pitcher may position himself/herself anywhere within the circle, except directly in front of the offensive pitching coach.
9. The defensive pitcher cannot leave the circle until the offensive batter hits the ball.
10. When a player has control of the ball in the pitcher's circle, the ball is considered dead and the field is frozen. (section D, 5 will then apply)

Section D: Leading, stealing, running on a passed ball, and the infield fly rule.

1. No Stealing
2. No Infield fly rule
3. A base runner cannot play off base more than ten (10) feet. He/She will be given one (1) warning, after that, runner shall be declared out if he/she is more than ten (10) feet off base until the ball is hit. Unless the ball is dead or a time-out is called, this rule must apply.
4. A runner cannot advance more than one (1) base on a passed ball (overthrow), per at bat, after (1) overthrow the runner is frozen at that base until the next at bat, regardless of how many overthrows there are in that play. **A throw to the pitcher shall not be declared an overthrow.**
5. Runners past half (1/2) way mark when play is stopped, may advance to the next base. If the runner is not past the half (1/2) way mark, the runner will remain at the last base.

Section E: Number of runs scored in an inning:

1. No more than six (6) runs shall be scored in any half (1/2) inning

Section F: Number of players, field positions, batting order and substitutions:

1. Ten (10) players may be used; four (4) players or outfielders may play behind the base path. If only nine (9) players are present at a game, three (3) players will play behind the base path and designated "outfielders".
2. All players on the roster must be in the batting order.
3. All late players will be added to the bottom of the order.
4. An absent roster player (from injuries, ejections or no-shows) will not be considered an out and shall be skipped over.
5. Defensive substitutions may be made at the beginning of the one-half (1/2) inning only.
6. Substitutions for injury can be made at any time.
7. ALL PLAYERS MUST PLAY - Bench Players must be rotated AT LEAST every two innings in defense positions

Article II - Atoms Division - 2nd Grade Boys (Kid/Coach Pitch)

Section A: Playing field and equipment setup, and baseballs used:

1. Atoms Quick Guide:

- a. Pitching distance equals 40 feet (40')
- b. Distance of bases are 60 feet (60')
- c. Regulation baseball required
- d. An eight (8') foot radius circle around the pitching rubber.
- e. No Bunting
- f. No Steals
- g. No Pickoffs
- h. No Infield fly rule
- i. No Walks
- j. No Dropped 3rd Strike
- k. Defensive team must provide a shag behind the umpire to help field passed balls, on fields with a large backstop.
- l. One (1) Offensive Coach will be able to assist their batters on the field.
- m. One (1) Defensive Coach will be able to assist their players from outfield ONLY. (section C: Rules 5,6 will be applied)

Section B: What constitutes a game and time limit.

1. Five (5) innings shall constitute a regulation game.
2. Time limit: a new inning will not start after 1 hour, 15 minutes, unless in a tie.
3. It will be a complete game when after three (3) innings a team is behind by thirteen (13) runs, or after four (4) innings a team is behind by seven (7) runs, and completed its turn at bat.
4. It will be a complete game when called by inclement weather and field becomes unsafe, if:
 - a. The visiting team has scored more runs in two (2) or more innings than the home team or,
 - b. The home team has scored more runs than the visiting team in their part of the inning or any fraction inning after one and one-half (1 ½) innings.

Section C: Pitching requirements:

1. A maximum of seven (7) pitches are allowed per batter. A maximum of four (4) pitches are allowed per player pitcher. In the event no strike out or hit has occurred the hitting team's coach will come to pitch the remaining three (3) pitches
2. With two strikes on the batter, a foul ball will result in a continuation at bat.
3. The pitching coach must pitch with a **"full, overhand motion"**

Coach Pitch "full, overhand motion" - rule applies for All Divisions of Coach Pitch Baseball

- a. **Coach may pitch from anywhere within the 8' circle and the ball must be brought (at least) behind the shoulders before the motion to throw overhand to catcher.**
2. The pitching coach will make every attempt to avoid contact with the hit ball. If he or she is

hit by the ball, the hit ball will be considered a "dead ball foul" and will be counted as one (1) of their three (3) pitches.

3. If the pitching coach hits the batter with the ball it will be a dead ball, there will be no base awarded, and will be counted as one (1) of their (3) pitches.
4. If, in judgment of the umpire, the pitching coach interferes with the defensive play of the ball, the batter will be called out and runners will be forced to return to their previously occupied base.
5. Before a pitch is thrown, the defensive pitcher may position himself/herself anywhere within the circle, except directly in front of the offensive pitching coach.
6. The defensive pitcher cannot leave the circle until the offensive batter hits the ball.
7. The batter is out on the seventh (7th) pitch, if he/she does not make contact with the ball.
8. The strike count will carry over from kid pitching to coach pitching.
9. If pitched ball from the player hits a batter, it is a dead ball and batter takes base, even if the ball bounces on the ground. **BUT, the batter must make effort to move out of the way.**

Section D: Leading, stealing, running on a passed ball, and the infield fly rule.

1. No Stealing
2. No Infield fly rule
3. No pickoffs
4. When a player has control of the ball in the pitcher's circle, the ball is considered dead and the field is frozen. **(section D, 7 will then apply)**
5. A base runner cannot play off base more than ten (10) feet. One (1) warning shall be given, then He shall be declared out if he is more than ten (10) feet off base until the ball is hit, unless the ball is dead or a time-out is called.
6. A runner cannot advance more than one (1) base on a passed ball (overthrow), per at bat, after (1) overthrow the runner is frozen at that base until the next at bat, regardless of how many overthrows there are in that play.
7. Runners past half (1/2) way mark when play is stopped, may advance to the next base. If the runner is not past the half (1/2) way mark, the runner will remain at the last base.

Section E: Number of runs scored in an inning:

1. No more than six (6) runs shall be scored in any half (1/2) inning

Section F: Number of players, field positions, batting order and substitutions:

1. Ten (10) players may be used; four (4) players or outfielders may play behind the base path. If only nine (9) players are present at a game, three (3) players will play behind the base path and designated "outfielders".
2. All players on the roster must be in the batting order.
3. All late players will be added to the bottom of the order.
4. An absent roster player (from injuries, ejections or no-shows) will not be considered an out and shall be skipped over.
5. Defensive substitutions may be made at the beginning of the one-half (1/2) inning only.
6. Substitutions for injury can be made at any time.
7. ALL PLAYERS MUST PLAY - Bench Players must be rotated AT LEAST every two innings in

defense positions

Article III - Jr. Bantams Division 3rd/4th Grade Boys (Kid Pitch)

Section A: Playing field and equipment setup, baseballs used:

1. Jr. Bantams Quick Guide:
 - a. Pitching distance equals 45 feet (45').
 - b. Pitching mound will be used
 - c. Distance between bases equals 70 feet (70').
 - d. Regulation baseballs.
 - e. Dropped 3rd Strike in effect ***see limited rules (section D,5-6)**
 - f. One Defensive coach will be allowed in the outfield during play
 - g. No Steals
 - h. No Pickoffs
 - i. No Infield fly rule

Section B: What constitutes a game and time limit:

1. Five (5) innings shall constitute a regulation game.
2. Time limit: a new inning will not start after 1 hour, 15 minutes, unless in a tie.
3. It will be a complete game when after three (3) innings a team is behind by thirteen (13) runs, or after four (4) innings a team is behind by seven (7) runs, and completed its turn at bat.
4. It will be a complete game when called by inclement weather and field becomes unsafe, if:
 - a. The visiting team has scored more runs in two (2) or more innings than the home team or,
 - b. The home team has scored more runs than the visiting team in their part of the inning or any fraction inning after one and one-half (1 ½) innings.

Section C: Pitching requirements:

1. A pitcher may only pitch two (2) innings per game or four (4) innings in a forty-eight (48) hour period. The two (2) innings does not need to be pitched in succession. One pitch constitutes an inning.
 - a. A pitcher pitching more than allowed number of innings per game **WILL** result in a forfeit.
 - b. Pitcher may not have foot on rubber without ball in hand as per MSHSAA rules.
 - c. Each pitcher will be given two (2) warnings for balking. The umpire will walk to the mound and explain how the rule was violated. Pitching coach is allowed to attend.
 - d. After warnings have been given, runners will advance per MSHSAA rules
***make sure coaches understand, teach rules of a balk. -see MSHSAA rulebook**

Section D: Leading, stealing, and the infield fly rule.

1. No Stealing
2. No Pickoffs
3. Base runner may lead off up to ten (10) foot line.
4. A base runner cannot play off base more than ten (10) feet. One (1) warning shall

be given, then He shall be declared out if he is more than ten (10) feet off base until the ball is hit, unless the ball is dead or a time-out is called.

5. Infield fly rule does not apply.
6. **Drop 3rd strike rule applies:**
 - a. The batter immediately becomes a runner once the ball is dropped, so the catcher must either tag the player out or throw the ball to first to get the player out on a force at first base. If there is one out in the inning, first base must be empty in order for this rule to apply. If there are two outs, first base may be occupied and the rule will still apply.
7. **CMAA Adopted Dropped 3rd strike rule for Jr. Bantams ONLY**
 - a. 1 out or less: runners on base remain frozen
 - b. If bases are unoccupied, batter cannot advance to 2nd Base on an overthrow
 - c. 2 outs: runners may advance one (1) base ONLY, regardless of overthrow

Section E: Number of runs scored in an inning:

1. No more than six (6) runs shall be scored in any half (1/2) inning.

Section F: Number of players, field positions, batting order and substitutions:

1. Nine (9) players will be used in the field.
2. All players on the roster must be in the batting order and all late players will be added to the bottom of the batting order.
3. An absent roster player (from injuries, ejections or no-shows) will not be considered an out and shall be skipped over.
4. Substitutions for injury can be made at any time.
5. ALL PLAYERS MUST PLAY - Bench Players must be rotated AT LEAST every two innings in defense positions

Article IV - Bantams Division 5th/6th Grade Boys (Kid Pitch)

Section A: Playing field and equipment setup, and baseballs used:

1. Bantams Quick Guide:
 - a. Pitching distance equals 50 feet (50').
 - b. **Pitching Mounds Used**
 - c. Distance between bases equals 70 feet (70').
 - d. Regulation baseballs.
 - e. Infield fly rule applies
 - f. Dropped 3rd Strike applies
 - g. Stealing applies
 - h. Pickoffs apply

Section B: What constitutes a game and time limit:

1. Seven (7) innings shall constitute a regulation game.
2. Time limit: a new inning will not start after **one hour and thirty minutes (1 hour, 30 min)**, unless in a tie.

3. It will be a complete game when after five (5) innings a team is behind by thirteen (13) runs, or after six (6) innings a team is behind by seven (7) runs, and completed its turn at bat.
4. It will be a complete game when called by inclement weather and field becomes unsafe, if:
 - a. The visiting team has scored more runs in five (5) or more innings than the home team or,
 - b. The home team has scored more runs than the visiting team in their part of the inning or any fraction inning after four and one-half (4 ½) innings.
5. **International Tiebreaker Rule:**
 - c. When a regulation game ends in a tie, at the beginning of each team's at bat, the last out from the previous inning is placed on 2nd base with no outs. All other baseball rules will remain in effect.
 - d. There will be a maximum of two (2) extra innings and if the tie has not been broken, the game shall end and an official tie will be called.

Section C: Pitching requirements:

1. Pitch Limits – A pitcher cannot pitch more than 85 pitches per game.
2. Pitch Counts will be recorded using Game Changer, it is the head coaches responsibility to assign a responsible person to run game changer for each game
 - a. Required Rest (pitches)
 - b. 1-20 Pitches – zero (0) days rest
 - c. 21-35 Pitches – one (1) days rest
 - d. 36-50 Pitches – two (2) days rest
 - e. 51-65 Pitches -three (3) days rest
 - f. 66+ Pitches - four (4) days rest
 - g. A pitcher pitching more than allowed number of pitches per game **WILL** result in a forfeit.
 - h. Pitcher may not have foot on rubber without ball in hand as per MSHSAA rules.
 - i. Pickoffs allowed
 - j. Each pitcher will be given two (2) warnings for balking. The umpire will walk to the mound and explain how the rule was violated. Pitching coach is allowed to attend.
 - k. After warnings have been given, runners will advance per MSHSAA rules
***make sure coaches understand, teach rules of a balk. -see MSHSAA rulebook**

Section D: Leading, stealing, and the infield fly rule.

1. Stealing applies
2. Pickoffs apply
3. Base runner may lead off up to (10) foot line
4. Infield fly rule applies
5. Drop Third strike rule applies

Section E: Number of runs scored in an inning:

1. No more than six (6) runs shall be scored in any half (1/2) inning.

Section F: Number of players, field positions, batting order and substitutions:

1. Nine (9) players will be used in the field.

2. All players on the roster must be in the batting order and all late players will be added to the bottom of the batting order.
3. An absent roster player (from injuries, ejections or no-shows) will not be considered an out and shall be skipped over.
4. Substitutions for injury can be made at any time.
5. ALL PLAYERS MUST PLAY - Bench Players must be rotated AT LEAST every two innings in defense positions

Article V - Juniors Division - 7th/8th Grade Boys (Kid Pitch)

Section A: Playing field and equipment setup, and baseballs used:

1. Juniors Quick Guide:
 - a. Pitching distance equals 55 feet (55').
 - b. **Pitching Mounds used.**
 - c. Distance between bases equals 80 feet (80').
 - d. Regulation baseballs.
 - e. Infield fly rule applies
 - f. Dropped 3rd Strike applies
 - g. Stealing applies
 - h. Pickoffs apply

Section B: What constitutes a game and time limit:

1. Seven (7) innings shall constitute a regulation game.
2. Time limit: a new inning will not start after **one hour and thirty minutes (1hr 30 min)**, unless in a tie.
3. It will be a complete game when after five (5) innings a team is behind by thirteen (13) runs, or after six (6) innings a team is behind by seven (7) runs, and completed its turn at bat.
4. It will be a complete game when called by inclement weather and field becomes unsafe, if:
 - a. The visiting team has scored more runs in five (5) or more innings than the home team or,
 - b. The home team has scored more runs than the visiting team in their part of the inning or any fraction inning after four and one-half (4 ½) innings.
5. **International Tiebreaker Rule:**
 - e. When a regulation game ends in a tie, at the beginning of each team's at bat, the last out from the previous inning is placed on 2nd base with no outs. All other baseball rules will remain in effect.
 - f. There will be a maximum of two (2) extra innings and if the tie has not been broken, the game shall end and an official tie will be called.

Section C: Pitching requirements:

1. Pitch Limits – A pitcher cannot pitch more than 85 pitches per game
2. Pitch counts will be recorded using Game Changer, it is the head coaches responsibility to assign a responsible person to run game changer for each game.
 - a. Required Rest (pitches)
 - b. 1-20 pitches – zero (0) days rest
 - c. 21-35 pitches – one (1) days rest
 - d. 36-50 pitches - two (2) days rest
 - e. 51-65 pitches - three (3) days rest
 - f. 65+ pitches - four (4) days rest
 - g. A pitcher pitching more than allowed number of pitches per game **WILL** result in a forfeit.
 - h. Pitcher may not have foot on rubber without ball in hand as per MSHSAA rules.
 - i. Pickoffs allowed
 - j. Each pitcher will be given one (1) warning for balking. The umpire will walk to the mound and explain how the rule was violated. Pitching coach is allowed to attend.
 - k. After warnings have been given, runners will advance per MSHSAA rules
***make sure coaches understand, teach rules of a balk. -see MSHSAA rulebook**

Section D: Leading, stealing, and the infield fly rule.

1. Stealing applies
2. Pickoffs apply
3. Infield fly rule applies
4. Dropped 3rd Strike rule applies

Section E: Number of runs scored in an inning:

1. No more than six (6) runs shall be scored in any half (1/2) inning.

Section F: Number of players, field positions, batting order and substitutions:

1. Nine (9) players will be used in the field.
2. All players on the roster must be in the batting order and all late players will be added to the bottom of the batting order.
3. An absent roster player (from injuries, ejections or no-shows) will not be considered an out and shall be placed as a substitution.
4. Substitutions for injury can be made at any time.
5. ALL PLAYERS MUST PLAY - Bench Players must be rotated AT LEAST every two innings in defense positions

CHAPTER FIVE - SOFTBALL

Article I - Junior Misses Division - 1st Grade Girls

Section A: Playing field and equipment setup, and softball / baseballs used:

1. Jr. Misses Quick Guide:
 - a. Pitching distance equals 35 feet (35').
 - b. Distance between bases equals 60 feet (60').
 - c. Eleven (11") inch softballs will be used.
 - d. An eight (8') foot radius circle around the pitching rubber.
 - e. No Bunting
 - f. No Steals
 - g. No Pickoffs
 - h. No Infield fly rule
 - i. No Walks
 - j. No Dropped 3rd Strike
 - k. Defensive team must provide a shag behind the umpire to help field passed balls, on fields with a large backstop.
 - l. One (1) Offensive Coach will be able to assist their batters on the field.
 - m. Two (2) Defensive Coaches will be able to assist their players from outfield ONLY. (section C: Rules 5,6 will be applied)

Section B: What constitutes a game and time limit:

1. Five (5) innings shall constitute a regulation game.
2. Time limit: a new inning will not start after 1 hour, 15 minutes, unless in a tie.
3. It will be a complete game when after three (3) innings a team is behind by thirteen (13) runs, or after four (4) innings a team is behind by seven (7) runs, and completed its turn at bat.
4. It will be a complete game when called by inclement weather and field becomes unsafe, if:
 - a. The visiting team has scored more runs in two (2) or more innings than the home team or,
 - b. The home team has scored more runs than the visiting team in their part of the inning or any fraction inning after one and one-half (1 ½) innings.

Section C: Pitching requirements:

1. No Called Balls or Strikes
2. The batter will be allowed four (4) pitches from the coach to hit the ball. If batter has not hit the ball, a tee will be brought out and batter will be allowed (3) swings off the tee. If the batter does not hit the ball, the batter is out.
 - a. ***When the softball tee is in use, the pitching coach will exit the playing /field***
3. When batting off of tee, there will be an 8ft foul line in front of the tee. The ball must go past that line in order for the ball to be fair. If ball does not go past foul line, it is considered a swing.
4. With two strikes on the batter, a foul ball will result in a continuation at bat.
 - a. The bat must make contact with the ball when batting off the tee

5. The pitching coach will pitch with a "**full underhand motion.**"

Coach Pitch "full, underhand motion" - rule applies for All Divisions of Coach Pitch Softball:

- a. Coach must have at least (1) foot on the mound and ball must be brought (at least) behind the hips before the motion to throw underhand to catcher.
6. The pitching coach will make every attempt to avoid contact with the hit ball. If he or she is hit by the ball, the hit ball will be considered a foul ball and will be counted as one (1) of their four (4) pitches. If the pitching coach hits the batter with the ball it will be a dead ball, there will be no base awarded, and will be counted as one (1) of their (4) pitches.
7. If, in judgment of the umpire, the pitching coach interferes with the defensive play of the ball, the batter will be called out and runners will be forced to return to their previously occupied base.
8. Before a pitch is thrown, the defensive pitcher may position himself/herself anywhere within the circle, except directly in front of the offensive pitching coach.
9. The defensive pitcher cannot leave the circle until the offensive batter hits the ball.
10. When a player has control of the ball in the pitcher's circle, the ball is considered dead and the field is frozen. (section D, 5 will then apply)

Section D: Leading, stealing, running on a passed ball, and the infield fly rule.

1. No Stealing
2. No Infield fly rule
3. A base runner cannot leave the base until the ball leaves the pitcher's hand. He/She may be declared out if off the base before ball leaves the pitcher's hand. Unless the ball is dead or a time-out is called, this rule must apply.
4. A runner cannot advance more than one (1) base on a passed ball (overthrow), per at bat, after (1) overthrow the runner is frozen at that base until the next at bat, regardless of how many overthrows there are in that play.
5. Runners past half (1/2) way mark when play is stopped, may advance to the next base. If the runner is not past the half (1/2) way mark, the runner will remain at the last base.

Section E: Number of runs scored in an inning:

1. No more than six (6) runs shall be scored in any half (1/2) inning.

Section F: Number of players, field positions, batting order and substitutions:

1. Ten (10) players may be used; four (4) players or outfielders may play behind the base path. If only nine (9) players are present at a game, three (3) players will play behind the base path and designated "outfielders".
2. All players on the roster must be in the batting order.
3. All late players will be added to the bottom of the order.
4. An absent roster player (from injuries, ejections or no-shows) will not be considered an out and shall be skipped over.
5. Defensive substitutions may be made at the beginning of the one-half (1/2) inning only.
6. Substitutions for injury can be made at any time.

7. ALL PLAYERS MUST PLAY - Bench Players must be rotated AT LEAST every two innings in defense positions

Article II -Misses Division Rules - Kid/Coach Pitch - 2nd Grade Girls

Section A: Playing field and equipment setup, and softball / baseballs used:

1. Misses Quick Guide:
 - a. Pitching distance equals 35 feet (35').
 - b. Distance between bases equals 60 feet (60').
 - c. Eleven (11") inch softballs will be used.
 - d. An eight (8') foot radius circle around the pitching rubber.
 - e. No Bunting
 - f. No Steals
 - g. No Pickoffs
 - h. No Infield fly rule
 - i. No Walks
 - j. No Dropped 3rd Strike
 - k. Defensive team must provide a shag behind the umpire to help field passed balls
 - l. One (1) Offensive Coach will be able to assist their batters on the field.
 - m. One (1) Defensive Coach will be able to assist their players from outfield ONLY.
(section C: Rules 5,6 will be applied)

Section B: What constitutes a game and time limit:

1. Five (5) innings shall constitute a regulation game.
2. Time limit: a new inning will not start after 1 hour, 15 minutes, unless in a tie.
3. It will be a complete game when after three (3) innings a team is behind by thirteen (13) runs, or after four (4) innings a team is behind by seven (7) runs, and completed its turn at bat.
4. It will be a complete game when called by inclement weather and field becomes unsafe, if:
 - a. The visiting team has scored more runs in two (2) or more innings than the home team or,
 - b. The home team has scored more runs than the visiting team in their part of the inning or any fraction inning after one and one-half (1 ½) innings

Section C: Pitching requirements:

1. A maximum of seven (7) pitches are allowed per batter. A maximum of four (4) pitches are allowed per player pitcher. In the event no strike out or hit has occurred the hitting team's coach will come to pitch the remaining three (3) pitches and "**coach pitch**" rules then apply.

Coach Pitch "full, underhand motion" - rule applies for All Divisions of Coach Pitch Softball:

- a. Coach must have at least (1) foot on the mound and ball must be brought (at least) behind the hips before the motion to throw underhand to catcher.
2. The batter is out on the seventh (7th) pitch, if he/she does not make contact with the ball.

3. The strike count will carry over from kid pitching to coach pitching.
4. No automatic strikes will be called on a coach pitch.
5. With two strikes on the batter, a foul ball will result in a continuation at bat
6. If pitched ball from the player hits a batter, it is a dead ball and batter takes base, even if the ball bounces on the ground. BUT, the batter must make effort to move out of the way.
7. If the pitching coach hits the batter with the ball there will be no base awarded, dead ball.
8. No Dropped 3rd Strike
9. No Walks
10. When a player has control of the ball in the pitcher's circle, the ball is considered dead and the field is frozen. (section D, 6 will then apply)

Section D: Leading, stealing, running on a passed ball, and the infield fly rule.

1. No stealing
2. No Infield fly rule
3. No pickoffs
4. A base runner cannot leave the base until the ball leaves the pitcher's hand nor can she run past the ten (10ft) line until the ball is hit. Runners may advance to the next base once the ball is hit.
5. A runner cannot advance more than one (1) base on a passed ball (overthrow), per at bat, after (1) overthrow the runner is frozen at that base until the next at bat, regardless of how many overthrows there are in that play.
6. Runners past half (1/2) way mark when play is stopped, may advance to the next base. If the runner is not past the half (1/2) way mark, the runner will remain at the last base.

Section E: Number of runs scored in an inning:

1. No more than six (6) runs shall be scored in any half (1/2) inning.

Section F: Number of players, field positions, batting order and substitutions:

1. Ten (10) players may be used; four (4) players or outfielders may play behind the base path. If only nine (9) players are present at a game, three (3) players will play behind the base path and designated "outfielders".
2. All players on the roster must be in the batting order
3. All late players will be added to the bottom of the batting order.
4. An absent roster player (from injuries, ejections or no-shows) will not be considered an out and shall be skipped over.
5. Defensive substitutions may be made at the beginning of the one-half (1/2) inning only.
6. Substitutions for injury can be made at any time.
7. ALL PLAYERS MUST PLAY - Bench Players must be rotated AT LEAST every two innings in defense positions

Article III - Jr. Pre-Teens Division - 3rd/4th Grade Girls (Kid/Coach Pitch)

Section A: Playing field and equipment setup, and softball / baseballs used:

1. Jr. Pre-Teens Quick Guide:
 - a. Pitching distance equals 35 feet (35').
 - b. Distance between bases equals 60 feet (60').
 - c. Eleven (11") inch softballs will be used.
 - d. An eight (8') foot radius circle around the pitching rubber.
 - e. No Bunting
 - f. No Steals
 - g. No Pickoffs
 - h. No Infield fly rule
 - i. No Walks
 - j. **No Dropped 3rd Strike Rule**
 - k. No shagger allowed
 - l. ***The pitcher is required to wear a protective fielder's mask while pitching. The pitchers mask must vertically cover and extend from the forehead (frontal bone) to the chin (mental protuberance). It must also horizontally cover and extend from temple (temporal bone) to temple. It will provide adequate shielding so as to protect the wearer's face from being struck by a regulation ball through any opening. CMAA also STRONGLY urges the other infielders to do the same for their safety.***

Section B: What constitutes a game and time limit:

1. Five (5) innings shall constitute a regulation game.
2. Time limit: a new inning will not start after 1 hour, 15 minutes, unless in a tie.
3. It will be a complete game when after three (3) innings a team is behind by thirteen (13) runs, or after four (4) innings a team is behind by seven (7) runs, and completed its turn at bat.
4. It will be a complete game when called by inclement weather and field becomes unsafe, if:
 - a. The visiting team has scored more runs in two (2) or more innings than the home team or,
 - b. The home team has scored more runs than the visiting team in their part of the inning or any fraction inning after one and one-half (1 ½) innings.

Section C: Pitching requirements:

1. Pitcher may not have foot on rubber without ball in hand as per MSHSAA rules
2. Coach comes in to pitch after four (4) called balls

Coach Pitch "full, underhand motion" - rule applies for All Divisions of Coach Pitch Softball

- a. Coach must have at least (1) foot on the mound and ball must be brought (at least) behind the hips before the motion to throw underhand to catcher.

Foul balls will be counted as strikes. At the end of the four ball count the COACH of the batting team will pitch two pitches to the batter. Coaches are to pitch from the pitching rubber. Coaches will pitch standing, and use a **"full underhand motion"**. The batters will carry over their strike count to the two coach pitches. If the batter does not hit one of the pitches the batter will be

declared out.

Foul balls on the last pitch will continue the at bat.

1. NO WALKS
2. When a player has control of the ball in the pitcher's circle, the ball is considered dead and the field is frozen. (section D, 6 will then apply)

Section D: Leading, stealing, and the infield fly rule.

1. No Stealing
2. No Infield fly rule
3. No pickoffs
4. A base runner cannot leave the base until the ball leaves the pitcher's hand nor can she run past the ten (10) foot line until the ball is hit. Runners may advance to the next base once the ball is hit.
5. A runner cannot advance more than one (1) base on a passed ball (overthrow), per at bat, after (1) overthrow runner will remain frozen at that base until the next at bat, regardless of how many overthrows are in that play
6. Runners past half (1/2) way mark when play is stopped, may advance to the next base. If the runner is not past the half (1/2) way mark, the runner will remain at the last base.

Section E: Number of runs scored in an inning:

1. No more than six (6) runs shall be scored in any half (1/2) inning.

Section F: Number of players, field positions, batting order and substitutions:

1. Ten (10) players may be used; four (4) players or outfielders may play behind the base path. If only Nine (9) players are present at a game, three (3) players or outfielders will play behind the base path.
2. All players on the roster must be in the batting order and all late players will be added to the bottom of the batting order.
3. An absent roster player (from injuries, ejections or no-shows) will not be considered and out and shall be skipped over.
4. Substitutions for injury can be made at any time.
5. ALL PLAYERS MUST PLAY - Bench Players must be rotated AT LEAST every two innings in defense positions

Article IV - Pre-Teens Division- 5th/6th Grade Girls (Kid Pitch)

Section A: Playing field and equipment setup, and softball / baseballs used:

1. Pre-Teens:
 - a. Pitching distance equals 40 feet (40').
 - b. Distance between bases equals 60 feet (60').
 - c. Twelve (12") inch softballs will be used.
 - d. An eight (8') foot radius circle around the pitching rubber.
 - e. Infield fly rule applies
 - f. Dropped 3rd Strike applies
 - g. Stealing applies

- h. *The pitcher is required to wear a protective fielder's mask while pitching. The pitcher's mask must vertically cover and extend from the forehead (frontal bone) to the chin (mental protuberance). It must also horizontally cover and extend from temple (temporal bone) to temple. It will provide adequate shielding so as to protect the wearer's face from being struck by a regulation ball through any opening. CMAA also STRONGLY urges the other infielders to do the same for their safety.*

Section B: What constitutes a game and time limit:

1. Seven (7) innings shall constitute a regulation game.
2. Time limit: a new inning will not start after **one hour and fifteen minutes (1 hr. 15 min)**, unless in a tie.
3. It will be a complete game when after five (5) innings a team is behind by thirteen (13) runs, or after six (6) innings a team is behind by seven (7) runs, and completed its turn at bat.
4. It will be a complete game when called by inclement weather and field becomes unsafe, if:
 - a. The visiting team has scored more runs in five (5) or more innings than the home team or,
 - b. The home team has scored more runs than the visiting team in their part of the inning or any fraction inning after four and one-half (4 ½) innings.

5. International Tiebreaker Rule:

- a. When a regulation game ends in a tie, at the beginning of each team's at bat, the last out from the previous inning is placed on 2nd base with no outs. All other baseball rules will remain in effect.
- b. There will be a maximum of two (2) extra innings and if the tie has not been broken, the game shall end and an official tie will be called.

Section C: Pitching requirements:

- a. Pitcher may not have foot on rubber without ball in hand as per MSHSAA rules.
- b. Fast Pitch Softball rules apply
- c. Each pitcher will be given two (2) warnings for an Illegal Pitch. The umpire will walk to the mound and explain how the rule was violated. Pitching coach is allowed to attend.
- d. After warnings have been given, runners will advance per MSHSAA rules
***make sure coaches understand and teach rules of an Illegal Pitch (crow hopping, leaping..etc). -see MSHSAA rulebook**

Section D: Leading, stealing, and the infield fly rule.

1. Infield fly rule apply.
2. Stealing applies
3. Dropped 3rd Strike rule applies

Section E: Number of runs scored in an inning:

1. No more than six (6) runs shall be scored in any half (1/2) inning.

Section F: Number of players, field positions, batting order and substitutions:

1. Ten (10) players may be used; four (4) players or outfielders may play behind the base path. If only Nine (9) players are present at a game, then three (3) players or outfielders will play behind the base path.
2. All players on the roster must be in the batting order and all late players will be added to the bottom of the batting order.
3. An absent roster player (from injuries, ejections or no-shows) will not be considered an out and shall be skipped over.
4. Substitutions for injury can be made at any time
5. ALL PLAYERS MUST PLAY - Bench Players must be rotated AT LEAST every two innings in defense positions

Article V - Young-Teens Division - 7th/8th Grade Girls (Kid Pitch)

Section A: Playing field and equipment setup, and softball / baseballs used:

1. Young Teens Quick Guide:
 - a. Pitching distance equals 43 feet (43').
 - b. Distance between bases equals 60 feet (60').
 - c. Twelve (12) inch softballs will be used.
 - d. Infield fly rule applies
 - e. Dropped 3rd Strike applies
 - f. Stealing applies
 - g. Pickoffs apply
 - h. *The pitcher is required to wear a protective /fielder's mask while pitching. The pitchers mask must vertically cover and extend /rom the /forehead (frontal bone) to the chin (mental protuberance). It must also horizontally cover and extend /rom temple (temporal bone) to temple. It will provide adequate shielding so as to protect the wearer's /ace /rom being struck by a regulation ball through any opening. CMAA also STRONGLY urges the other in/fielders to do the same /or their sa/ety.*

Section B: What constitutes a game and time limit:

1. Seven (7) innings shall constitute a regulation game.
2. Time limit: a new inning will not start after **one hour and fifteen minutes (1hr. 15 min)**, unless in a tie.
3. It will be a complete game when after five (5) innings a team is behind by thirteen (13) runs, or after six (6) innings a team is behind by seven (7) runs, and completed its turn at bat.
4. It will be a complete game when called by inclement weather and field becomes unsafe, if:
 - a. The visiting team has scored more runs in five (5) or more innings than the home team or,
 - b. The home team has scored more runs than the visiting team in their part of the inning or any fraction inning after four and one-half (4 ½) innings.

5. International Tiebreaker Rule:

- a. When a regulation game ends in a tie, at the beginning of each team's at bat, the last out from the previous inning is placed on 2nd base with no outs. All other baseball rules will remain in effect.
- b. There will be a maximum of two (2) extra innings and if the tie has not been broken, the game shall end and an official tie will be called.

Section C: Pitching requirements:

- a. Pitcher may not have foot on rubber without ball in hand as per MSHSAA rules.
- b. Pick offs applies
- c. Each pitcher will be given one (1) warning for an Illegal Pitch. The umpire will walk to the mound and explain how the rule was violated. Pitching coach is allowed to attend.
- d. After warnings have been given, runners will advance per MSHSAA rules
***make sure coaches understand, teach rules of an Illegal Pitch (crow hopping, leaping etc.) -see MSHSAA rulebook**
- e. All **Softball** divisions will be fast pitch softball.

Section D: Leading, stealing, and the infield fly rule.

1. Stealing applies
2. Pickoffs apply
3. Infield fly rule applies
4. Dropped 3rd Strike rule applies

Section E: Number of runs scored in an inning:

1. No more than six (6) runs shall be scored in any half (1/2) inning.

Section F: Number of players, field positions, batting order and substitutions:

1. Ten (10) players may be used; four (4) players or outfielders may play behind the base path. If only Nine (9) players are present at a game, three (3) players or outfielders will play behind the base path
2. All players on the roster must be in the batting order and all late players will be added to the bottom of the batting order.
3. An absent roster player (from injuries, ejections or no-shows) will not be considered and out and shall be skipped over.
4. Substitutions for injury can be made at any time.
5. ALL PLAYERS MUST PLAY - Bench Players must be rotated AT LEAST every two innings in defense positions