

Catholic Middle Schools Athletic Association (CMSAA)

2011 RULES AND REGULATIONS – Boys Baseball

Draft – As of March 6, 2011

The official rules shall be the National High School Federation Rules except as noted herein.

A. MISSION:

The Catholic Middle Schools Athletic Association (CMSAA) is a voluntary, non-profit organization dedicated to developing and enhancing the skills of young ball players through competitive School baseball while maintaining a high degree of good Sportsmanship and Christian values.

B. GENERAL RULES:

Good sportsmanship will be exhibited at all times by all persons.

1. Team managers are responsible for the players, coaches and fans for their team and shall maintain an atmosphere of good sportsmanship.
2. Officials are not to be berated and judgment calls are not to be questioned. Only officials may call time out; all others must request time out. Parents, relatives and friends of the player will subject him to being benched for violation of this rule.
3. If a question arises pertaining to a rule interpretation, only the team manager shall have a discussion with an official and the discussion shall be carried on calmly.
4. Alcoholic beverages, foul language, abusive language or gestures are strictly prohibited. This includes players, coaches or fans.
5. Throwing of equipment or fighting may result in ejection from the game.
6. Field areas should be kept clean and free of litter. Equipment should be kept in the dugout or away from the playing area.
7. Any team/organization failing to cooperate and adhere to the rules and regulations may at the discretion of the commissioner be expelled from the League.
8. Only team personnel are allowed on the field or in the dugouts. All other persons should be in the appropriate spectator areas.
9. Smoking is not allowed on the field or in the dugouts.
10. On fields where there are no dugouts or fences, spectators and players must be behind the side fences of the backstop.
11. The league Champion will be determined by the team with the best win/loss record within the division at the end of the season. If tied, there will be an additional game to determine the Champion.
12. Separately, teams will be asked to identify schools that displayed “Outstanding Sportsmanship” during the season, and one team within each division will be recognized for such.

C. WEATHER CONDITIONS/LIGHTNING:

1. Every effort should be made to allow games to be played. A suspension of game play for 30 minutes without improvement in weather conditions will warrant the game to be called and appropriate rules will apply, i.e., suspended game or official game.
2. Extreme temperatures during the summer months do not constitute a reason to cancel a game. If the scheduled games are not fulfilled, those teams not playing will be subject to forfeiture.
3. As soon as thunder or lightning occurs, the game will be ended by the umpires.
4. If a started game is cancelled due to inclement weather, and it is cancelled before it becomes an official game, the game must be replayed beginning from the first inning unless agreed to otherwise by managers of both teams.

D. GROUND RULES:

1. Ground rules will be discussed with the visiting manager and the officials prior to the start of the game.
2. IT IS THE RESPONSIBILITY OF THE HOME FIELD TEAM TO NOTIFY THE VISITING TEAM AND APPROPRIATE CMSAA OFFICIAL OF ANY CANCELLATIONS DUE TO WEATHER OR WEATHER RELATED CONDITIONS. AT THE PRIMARY SHARED FACILITY (Baseball Heaven), WEATHER-RELATED DECISIONS WILL BE REACHED BY THE APPROPRIATE CMSAA OFFICIAL AND THE MANAGEMENT OF THE SHARED FACILITY. THE APPROPRIATE CMSAA OFFICIAL WILL NOTIFY THE UMPIRES OF ALL CANCELLED GAMES.
3. Every effort should be made to play games as scheduled.
4. Home teams are solely responsible for conditions of playing fields.

E. EQUIPMENT; FIELDS; UNIFORMS; RECORDS

1. The home team will supply the field ready for play and a minimum of two balls or more if necessary.
2. Batting and running helmets are mandatory. The Noxsee sticker must be affixed to all helmets. Usage of helmets with protective face masks and chin straps are encouraged. Each team shall keep on hand one general use helmet with facemask and chin strap.
3. Complete uniforms and hats must be worn while in the lineup. Shirts must be tucked in.
4. Each team members' uniform number should be different.
5. Each catcher must wear a protective cup, mask, throat protector, hard hat, and chest protector and shin guards during games and warming up. The Noxsee sticker must be affixed.
6. Batters shall only use wood bats in game competition. The umpire shall have the discretion to inspect bats in use and may expel any bat unfit in his/her judgment.
7. Aluminum and composite bats are prohibited from game usage.
8. The officials may remove from the game any equipment that they deem unsuitable or unsafe for competitions.
9. Metal spikes are prohibited.
10. BASEBALLS- Authorized baseballs are listed in section Z.

11. Required records are contained in the score book (final score and pitchers). Failure to have this book available and/or keep these records will result in forfeiture.
12. Fields must be in playing condition. Fields should be lined if possible at the start of each game. Forfeitures may be awarded by an official if the field is deemed unprepared.
13. Highly visible foul poles, cones or other visible apparatus should be in position. Base paths must be dirt.
14. Pitching rubber MUST be anchored unless prohibited by local code. Bases should be anchored unless prohibited by local code.
15. Organizations should have on-deck circles in a safe area. If the umpire ascertains that an on-deck circle is not in a safe area, he will have it moved to a safe area.
16. Managers are required to hand in a completed roster to the **APPROPRIATE CMSAA OFFICIAL**.

F. LINE-UPS:

1. Prior to the start of each game, team managers will be responsible for exchanging a line-up containing the name and uniform number of all players listed in the order in which they will bat and their defensive position. Any changes in the line-up after the initial exchange must be immediately brought to the attention of the opposing manager and must be in accordance with the described rules.

G. SUBSTITUTIONS:

Teams will employ an “universal batting line-up up to 15 players”, meaning all of the players, up to 15 of them, present at the start of the game will automatically be included in the batting order. If the team has more than 15 players, the extra players will become substitutes. The coach is encouraged to place them in the game at some time, but they are not required to play.

- (a) If a team starts with less than 15 players, extra player’s can be added to the batting line-up after the start of the game but must be added to the end of the line-up;
- (b) There is unlimited defensive substitution, using the 15 players in the batting line-up. All pitching rules must be followed.
- (c) Under no conditions may a player reenter a game in other than his original position in the batting order. If a player has to leave a game for any reason, a substitute player must enter in the same batting position as the player leaving. If no substitute is available the next batter will move up in the line-up spot. The team will not be penalized for an automatic out when a player leaves.

H. ROSTERS:

1. Rosters must be filled out completely for the season and on file with the league coordinator. Any team that plays a game without their team roster on file cannot earn points for a win. There is no appeal of this rule.
2. Under no circumstances can an unregistered student of a CMSAA school participate in a game. If there is a question of a player’s eligibility, the league coordinator must be notified in writing.
3. If the league determines that an ineligible player was on the winning team, the team will forfeit the games played with the ineligible player.

I. PITCHING RULES: Modified 2/2008

1. Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)
2. A pitcher remaining in the game, but at a different position, **cannot** return as a pitcher anytime in the remainder of the game.
3. The manager must remove the pitcher when said pitcher reaches the limit for his division as noted below, but the pitcher may remain in the game at another position.
 - * Large School Varsity – 95 pitches
 - * Small School Varsity – 90 pitches
 - * Junior Varsity – 85 pitches

Further, days rest is determined based upon number of pitches thrown:

- * If player pitches 61 or more pitches in a day, three (3) calendar days rest must be observed;
- * If player pitches 41-60 pitches in a day, two (2) calendar days rest must be observed;
- * If player pitches 21-40 pitches in a day, one (1) calendar day rest must be observed;
- * If a player pitches 1 – 20 pitches in a day, no calendar day rest is required.

Exception: If a pitcher reaches the limit imposed in Regulation (c) for his division while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. [Note – proposed rule prohibiting shift to catch after pitching has been removed.]

4. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his maximum limit of pitches for the game, as noted in Regulation (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

NOTES:

- a) The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.
 - b) Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.
 - c) In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.
1. Pitchers can only pitch once per day.
 2. It is the responsibility of the individual team officials to ensure the well being of their pitchers regardless of what the rules allow.
 3. Managers are responsible for submitting innings pitched per player to the league coordinator within 24 hours after the game to ensure adherence of pitching rules.

J. FORFEITURES:

1. A forfeiture will be awarded under the following circumstances:
 - a. A team is not ready to play 20 minutes after the scheduled game time.
 - b. A team is unable to field at least 8 players throughout the entire game.
 - c. If in the league coordinators judgment a forfeit is warranted.
 - d. Fields must be in playing condition prior to the start of the game. Forfeitures may be awarded if the field is unprepared or deemed hazardous to players due to neglect of the home team. The umpire-in-chief will be responsible for determining if the field is playable once the game begins.

K. PROTESTING A GAME:

1. The only person who may protest shall be the team manager or the person in charge of the team.
2. The only grounds for protest is a decision based on an interpretation of the rules, or the use of an ineligible player.
3. THE PROTEST MUST BE MADE IMMEDIATELY PRIOR TO THE RESUMPTION OF PLAY AND INDICATED TO THE UMPIRE (S) IN A HIGHLY VISIBLE MANNER. IN THE CASE OF AN INELIGIBLE PLAYER, THE PROTEST MUST BE MADE BEFORE THE FINAL OUT OF THE GAME.
4. The protest may be removed at any time during or immediately after the game.
5. After conferring with the official in charge and establishing the grounds for the protest, the protesting manager will make a note of all pertinent game information at the time of the protest.
6. The official in charge will notify the opposing manager that the game is being played under protest, and after checking for accuracy, the official in charge will make note of this in the scorebook.
7. The protesting manager must notify the League office in writing within 24 hours after the completion of the game that there is a protest.
8. After a review, the league coordinator will make a decision as promptly as possible. If the protest of the game is upheld, the game will be resumed from the point of the protest, except in the case of an ineligible player where a forfeiture will result.

L. MERCY RUN RULES:

1. The Mercy Run Rules, both for an inning and for the game, will be enforced all season. See section Z for rules.

M. MAKE-UP GAMES:

1. Best efforts should be made by both managers to reschedule a make-up game within ten calendar days of cancellation.
2. The CMSAA Representatives from both schools are responsible for notifying the league coordinator of a rescheduled game.
3. If both teams are cooperating to play the game(s) but are having difficulty with fields, the league coordinator can decide to extend the ten calendar game requirement.

N. BASE RUNNERS:

There is no courtesy runner permitted. The speed up rule, for catchers only, may be applied if there are two outs. This rule is to be applied at the manager's discretion. (Note- the re-entry rule may be used in a base-running situation).

O. PLAYING WITH EIGHT PLAYERS:

1. A team may play with eight players. When playing with eight players, the vacant slot in the batting order is an automatic out. If a ninth player arrives, he may be inserted into the game in the vacant slot and is considered a starting player.

P. INJURY/ILLNESS:

1. Any player who receives an injury (other than superficial) or becomes ill, etc., may not play any more that day. Note that swelling, lacerations, etc. will remove an injury from the superficial status. A player who has been rendered unconscious during a game shall not be permitted play in subsequent games without written authorization from a physician. When a player is removed from a game for an injury/illness, all substitution rules apply.
2. In the event of an injury that happened during the game, the automatic out, as per Rule "O", above, will not apply. All injuries must be reported within 48 hours in writing to the League.

Q. TEAM CONDUCT - MANAGER/COACHES/PLAYERS:

A manager, coach, player, substitute, attendant or other bench personnel shall not:

- a. Deliberately throw a bat or a helmet.
- b. Call "time" or use any command or commit any act for the purpose of trying to cause the opposing pitcher to balk.
- c. Use words or acts to incite spectators to demonstrations, or use profanity, gestures or remarks, which reflect upon an opposing player, umpire, or spectator.
- d. Enter the area behind the catcher while the opposing pitcher or catcher is in their positions.
- e. Use amplifiers or bullhorns on the bench or on the field during the course of the game.
- f. Maliciously run into a fielder.
- g. Have any object in his possession in the coach's box other than a scorebook.
- h. Be outside the vicinity of the designated dugout (bench) bullpen area if not a batter, runner, on-deck hitter, in the coach's box or one of the nine players on defense.
- i. Verbalize in any way with the opposing team for the purpose of intimidation.
- j. Exhibit behavior that is not in accordance with the spirit of fair play or charge an umpire.

In a, b and f the umpire shall eject the offender from the game. Failure to comply will result in the game being forfeited. However, in c, d, e, g, h, I and j if the offense is judged to be of a minor nature, the umpire may warn the offender and then eject him if he repeats the offense. Also, in f, an ejected player is declared out, unless he has already scored.

R. PENALTIES - TEAM CONDUCT:

1. For a first offense, an organization/team may be fined and the manager, coach and/or player/players may be suspended.
2. Upon subsequent offenses by the same manager, coach, or /or player/players the organization may be fined and the manager, coach, or player/players may be barred from the CMSAA for the remainder of the season.
3. Organizations are solely responsible for the conduct of their parents.
4. Umpires will report any manager, coach, player or organization that violates any rules. Records of these complaints will be kept on file by the league coordinator for further reference.
5. Any person or team, who receives three or more complaints by umpires or League Officials, will be subject to review by the league and proper fines and/or penalties may be imposed.
6. When a manager, coach, and/or player(s) is ejected from a game, they must leave the field immediately. Failure to do so will result in forfeiture.

Note: An ejected person should not be able to be seen or heard by the umpire.

S. INTENTIONAL BASE ON BALLS:

1. In all divisions, the defensive team has the option to issue an intentional base on balls. However, the pitcher must make four legal pitches declared by the umpire as a ball before awarding the batter a base on balls. (Such pitches must be counted in considering number of pitches thrown.)

T. MOUND VISITS:

The Manager is permitted to visit the mound twice in any inning and a maximum of three times per pitcher without removing the pitcher. Any visit in excess of the allowed visits must be for the purpose of making pitching change. A visit to the mound resulting from an injury is not to be considered as one of the allowable visits.

U. BARRELING:

1. No base-runner is permitted to "barrel" into another player. A base-runner should slide, give himself up or go around a defensive player. If in the judgment of the umpire unnecessary contact is made which could be considered potentially dangerous, the umpire may eject that player and call the runner out.
2. Head first sliding is prohibited when going into a base.

V. PINCH RUNNERS:

1. Where there is a continuous batting order, there shall be no pinch running. However, in the event that a batter is injured and must be temporarily removed from the game, the batter that made the last out may run for the injured batter.
2. In the event that the injured player returns to the game, he must be able to run for himself or else he should be permanently removed from that game and should not be permitted to bat.

X. THROWING BATS:

1. If a batter throws his bat after hitting the ball in any manner that could cause harm to another player, the umpire will issue a warning to the player and the manager of the team. A second warning may be given prior to ejection if the umpire deems it appropriate.

Y. PITCHERS: HIT BATSMAN:

1. Any pitcher who hits three batters in an inning or five batters in a game must be removed from the game. However, if the batter did not make an attempt to get out of the way, it's at the discretion of the umpire whether the pitch would go towards the hit batsman count against the pitcher. If in the umpire's opinion, a batter is trying to get hit, he will be called out and removed from the game, with a warning given to the manager. If it happens again with another player, the manager will be ejected from the game.

Z. RECAP

BASES 90'

MOUND 60'6"

NUMBER OF INNINGS 7

OFFICIAL GAME 4 innings (IF HOME TEAM IS AHEAD, THEN 3 1/2 INNINGS)

MERCY RULES - "5 RUN RULE" -- NO ONE ELSE COMES TO BAT AFTER THE 5TH RUN CROSSES THE PLATE. HOWEVER, THE FINAL PLAY IS TAKEN TO ITS NATURAL CONCLUSION. (Example: 4 runs already in, and bases are loaded. Batter hits ball to left center field. Defense needs to make the play and get the ball in. Offense scores runs per a "normal" play. That is, a double is a double. A HR is a HR.) NOTE – IT IS IMPERATIVE TO NOT FORCE AN "UNNATURAL" PLAY AT THE PLATE; IF BALL IS IN, PLAY IS OVER.

- 12 RUNS (IF HOME TEAM IS AHEAD, THEN 3 1/2 INNINGS)

LEADING AND STEALING YES

DROPPED THIRD STRIKE YES

INFIELD FLY RULE YES

GAME TIME LIMITS: UP TO A MAXIMUM 2 HOURS (time limit should be agreed to by the managers and conveyed to the umpire prior to the start of the game).

Note: Acknowledging the distance some teams may travel and field permit limitations, best efforts should be made to start games on time and limit excessive warm up periods prior to and in between innings.

Note: No inning may begin AFTER the time limit is exceeded

Tie games may exceed only the innings allowed, not time limit.

APPROVED BASEBALLS:

Rawlings	R100/RO/NJCAA and RLL-1
Debeer	96
Wilson	A1010 SERIES
Diamond	D1 SERIES

SCHEDULES:

The schedule as put forth by the CMSAA represents a contract between the two teams. A change can only be made with the agreement of the two CMSAA Representatives and subject to League approval.

UMPIRES:

Canceled games or time changes:

1. Only cancellations due to school functions or inclement weather/poor field conditions are acceptable.
2. Cancellations and changes of schedule due to school conflicts have to be notified to the referees and the league (via the appropriate coordinators) 48 hrs. in advance.
3. The home team school representative is responsible for notifying the visiting team representative no later than 1 pm game day for any cancellations or game changes due to inclement weather or poor field playing conditions.
4. The home team representative is also responsible for directly contacting the appropriate league representative (by 1 pm) for the purpose of notifying the umpire association representative at least 90 minutes prior to game time for any game cancellations. Failure to do so will result in the umpire association receiving a full umpire service fee from the home team.
5. For games at the Shared Facility, the onus for steps 3 and 4 falls on the Appropriate CMSAA Official.
6. If an umpire shows up for a game that has started, and it is already in the second inning, the league coordinator should be notified and the umpire's fee will be pro-rated by the league coordinator.