

**CABARRUS COUNTY
ACTIVE LIVING & PARKS**

CABARRUS COUNTY YOUTH ATHLETIC LEAGUES

**LEAGUE BY LAWS
RULES AND REGULATIONS
2017**

Revised – March 16, 2017

**YOUTH BASEBALL
7-8, 9-10, 11-12, 13-15**



Co-Sponsoring Agencies

Bethel Athletic Association

Odell Recreation Association

Northwest Recreation Association

Concord Parks & Recreation Department

Harrisburg Parks & Recreation Department

Mt. Pleasant Youth Baseball / Softball Association

Cabarrus County Active Living & Parks Dept.
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Article 1. Eligibility

- Section 1. The date of **May 1, 2017** will be the age cutoff date for the **2017** season. The players' age on that day will determine what age group they participate in.
- Section 2. A younger player may participate in an upper age division. They can only move up one division (EX: a 7-8 player can move up to 9-10 but not 13-14). However, after one game in the upper age division, the player is ruled to be ineligible to participate in his or her respective age group for that season. Player may move back down to the lower age group for the following season if necessary.
- Section 3. A player cannot participate in more than one organized baseball/softball league or division sponsored by the cosponsoring agencies of the Cabarrus County Youth Baseball/Softball Leagues.
- Section 4. The league coordinator will approve each player's age by use of birth certificates at the start of each season. Each player must be on the team roster before they play their first game to be eligible to play. Team rosters must be on file with the league coordinator.
- Section 5. A new player may be added to a team roster after the cutoff date with the approval of the league coordinator.

Article 2 Team Composition

- Section 1. Teams will be selected using the athletic districts as outlined in the Cabarrus County Parks Department Co-Sponsorship Agreement.
- Section 2. Each league/association is responsible for conducting their registration and the draft in accordance to the Co-Sponsorship Agreement.
- Section 3. It is the responsibility of the league coordinator to conduct drafts, registration, and for placing players on the teams. Parents with questions or concerns should speak to their coordinator with the concern when it arises.

Article 3 Duties of the Coach

- Section 1. Must wear photo ID badge at all practices and games or be subject to dismissal from duties.
- Section 2. All head coaches must be at least 18 years of age.
- Section 3. The coach is responsible for exchanging lineups before each game with the other team and to meet with the umpires before the game starts.
- Section 4. It is the duty of the head coach to maintain proper conduct among his team and fans at all times.

Article 4 Game and Weather Postponements

- Section 1. In case of inclement weather on practice days, the coach should contact the players on the team. A coach should use reasonable judgment during threatening weather and remove his team from the field if necessary.
- Section 2. For game day cancellations, it is the duty of the home field/association to cancel games when playing conditions are not adequate. The home field coordinator/association should contact the Cabarrus County Active Living & Parks Department (704-920-2701 or phgabriel@cabarruscounty.us) by 4:00 pm **AND** the coordinators of the teams playing at their site and the officials booking agent. Each coordinator should then call their respective coaches who are responsible for contacting their players.

Article 5 **Jurisdiction of Rules**

Section 1. The Cabarrus County Youth Baseball League Rules are under the jurisdiction of the Cabarrus County Youth Softball League Coordinators. They have the authority to make amendments to the rules in order to obtain the program objectives.

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Article 6 **Officials**

Section 1. Officials for each site are the sole responsibility of the respective association for which home games are scheduled. Suggested pay rates for officials for the **2017** season will be at a rate of not more than \$20.00 per official per game.

Section 2. Each association is responsible for the booking agent and seeing that the Cabarrus County Youth Baseball League Rules and Regulations are available and understood to their umpires.

Section 3. After a game has begun, assigned league coordinators and league officials will be responsible for discontinuing the game for any reason.

Section 4. All officials should report ejections of a player or coach to the home site coordinator. Each site should then contact the league coordinator of the ejected party with information about the ejection who is in return responsible for the disciplinary action as outlined.

Section 5. In the event that only one official is present for a game, that official must start the game on time and play until the second official arrives. The game cannot be protested when only one official is present.

Article 7 **Code of Conduct**

Section 1. Coaches should always keep in mind that they are setting examples in sportsmanship and fair play and should conduct themselves accordingly. Constant yelling and abusive behavior toward players on either team is strictly prohibited.

Section 2. Any coach not carrying out the duties and responsibilities and policies as established by the league will be subject to dismissal from the league.

Section 3. A coach will be suspended indefinitely for playing ineligible players.

Article 8 **Protests**

Section 1. Only protests that involve an interpretation of playing rules or the use of an ineligible player will be permitted. Judgment calls cannot be protested.

Section 2. Procedure for protests is:

- Notify the umpires that protest is being filed.
- Umpire should stop play.
- Notify the umpires exactly what is being protested.
- Umpires should then contact home site coordinator/protest committee.
- A protest fee of \$50.00 is payable to the home site coordinator/protest committee.
- The home site/protest committee should rule on the protest at the time of protest.
- If protest is denied, coach will forfeit the fee. If ruling is upheld, the fee is refunded.

Section 3. Any coach who wishes to protest should do so carefully considering the impact of poor relationships and ill feelings that could arise from the process.

Article 9 **Practice Guidelines**

Section 1. Practice sessions are held in accordance to the Co-Sponsorship Agreement and should be scheduled with the local coordinator.

Section 2. Coaches violating practice schedule will be subject to dismissal from coaching indefinitely. All practices and games must take place on county approved playing facilities. No practices are to be held prior to 6:00 PM on school days.

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Section 3. Players must attend practices to be eligible for games. Any player not attending practice and shows up for the game that week is subject to the coach's option to play or not. A coach must announce to the home plate umpire before the game which players are being held out for missing practices. The coach must also notify their coordinator of the situation prior to the game and state that the player did not attend practices during the week.

Article 10 Unsportsmanlike Conduct

Section 1. Players, coaches, and fans should conduct themselves in a sportsmanlike manner at all times. This includes before, during, or after a game. Players and coaches who are ejected for unsportsmanlike conduct (throwing equipment, arguing, etc.) will be suspended for 7 days. A second ejection during the season will result in an indefinite suspension from all Cabarrus County Youth Athletic Leagues.

Section 2. Any player, coach, or fan that is ejected from a game or facility for fighting, profanity, or threatening others will be suspended indefinitely from all facilities for all Cabarrus County Youth Athletic Leagues.

Section 3. If a player, coach, fan, or official's actions become harmful and disruptive to the program, they face being suspended from their remaining games for that season.

Section 4. A player or coach who pulls a team off the field for any reason will be suspended indefinitely. If the suspension occurs in the last game of the season, an indefinite suspension will occur.

Section 5. No player, coach, official, or fan shall at any time lay a hand on, push, shove, strike, or threaten to strike another player, coach, fan, or official before, during, or after a game. Officials include umpire, scorekeeper, coordinators and designated volunteers, department staff personnel, other players, coaches, or fans. This will result in an indefinite suspension from all Cabarrus County Youth Athletic Leagues, facilities, and programs.

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North Carolina High School Federation Rules apply with the following exception of the local league rules.

Team Composition

7-8

1. A team must field 7 players from its own roster to avoid a forfeit.
2. A team can play 10 players on defense (6 infielders and 4 outfielders).
3. An outfielder cannot freeze a play, acquire a timeout, or make the first play on a base runner.
4. The ball must be thrown to an infielder to make a play at a base or on a base runner.
5. Players arriving after the start of the game can be added to the bottom of the lineup without penalty.

9-10

1. A team must field 7 players from its own roster to avoid a forfeit.
2. A team can play 10 players on defense (6 infielders and 4 outfielders).
3. Players arriving after the start of the game can be added to the bottom of the lineup without penalty.

11-12, 13-15

1. A team must field 7 players from its own roster to avoid a forfeit.
2. A team can play 9 players on defense (6 infielders and 3 outfielders).
3. Players arriving after the start of the game can be added to the bottom of the lineup without penalty.

Pickup Players

7-8, 9-10, 11-12, 13-15

1. A team must have 7 of its own players before being allowed to pick up players.
2. There is a maximum of 3 players allowed to be picked up. Pickup players are required to play outfield only and must bat in the last 3 positions of the lineup.
3. **If players are picked up a team is limited to playing with no more than 10 players.**
4. Pickup players must be from the same age group as the teams **AND** be on a team in the league **AND** must be replaced by eligible team members if they arrive after the start of the game.
5. Players removed from the game because of sickness, leaving early, injury, etc. are skipped in the lineup with no penalty. First time the player bats after being removed from the lineup is not an out. Player can re-enter on their next at bat after being removed but if they do not return at that time then they are out for the remainder of the game. They are not charged with an out.

Grace Period

7-8, 9-10, 11-12, 13-15

1. There is a 10-minute grace period from the games scheduled start time for a team that does not have 7 eligible players. A team with less than 7 players after the grace period will forfeit the game. Grace period time begins from the **scheduled game time**.

Length of Game

7-8, 9-10, 11-12, 13-15

1. The length of the game is 6 innings.
2. Once an inning has started it must be finished, provided the home team is behind when it is their turn to bat.
3. No new inning shall be started with less than 10 minutes remaining in the time limit.
4. A new inning begins when the third out is made in the previous ½ inning.

Regulation Game

7-8, 9-10, 11-12, 13-15

1. It is a regulation game if 4 or more innings have been played and game is called because of darkness, curfew, etc.

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Tie Games

7-8, 9-10, 11-12, 13-15

1. Any game that is tied at the end of regulation will not continue past the time limit.

Run Lead

7-8, 9-10, 11-12, 13-15

1. The run lead is in effect as follows: a 15 run lead after 3 or a 10 run lead after 4 providing the losing team has had equal number of bats.

Time Limits

7-8

1. The time limit shall be 1 hr. and 15 minutes from the start of the first pitch of the game.

9-10, 11-12

1. The time limit shall be 1 hr. and 30 minutes from the start of the first pitch of the game.

13-15

1. The time limit shall be 1 hr. and 45 minutes from the start of the first pitch of the game.

Curfew Times

7-8, 9-10, 11-12

1. Weekday curfew times for all practices and games are 9:30 pm.
2. Weekend curfew times for all practices and games are 10:00 pm.

13-15

1. Weekday curfew times for all practices and games are 10:00 pm.
2. Weekend curfew times for all practices and games are 10:00 pm.

Participation Rule

7-8, 9-10, 11-12, 13-15

1. The entire roster shall bat.
2. Each player must play defense in every other inning.
 - a. First offense: Failure to abide will result in head coach being suspended for one game.
 - b. Second offense: Failure to abide will result in head coach being suspended for remainder of season.
3. Each player must sit out at least one inning on defense in every game.
4. Each player must sit once during the game and cannot sit a second time until all players have had to sit out. **EXAMPLE:** A player cannot be the same one sitting out every other inning.

Shoes

7-8, 9-10, 11-12

1. Players are not allowed to wear metal cleats.

13-15

1. Metal cleats are allowed except for pitchers when pitching on a portable mound.

Jewelry

7-8, 9-10, 11-12, 13-15

1. Jewelry is not allowed to be worn during games.
2. Jewelry is not allowed to be taped over.
 - a. (Penalty) When discovered, the player is asked to remove it. Failure to remove it will result in that player being removed from the game.

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Base Paths & Pitching Distances

7-8

1. Baseball base path is 60 ft.
2. Baseball pitching distance is 40 ft. with an 8 ft. circle.

9-10

1. Baseball base path is 60 ft.
1. Baseball pitching distance is 46 ft.

11-12

1. Baseball base path is 70 ft.
2. Baseball pitching distance is 50 ft.

13-15

1. Baseball base path is 90 ft.
2. Baseball pitching distance is 60 ft. 6 inches.

Batters Helmets

7-8, 9-10, 11-12, 13-15

1. Batting helmets must be worn by all batters and base runners at all times.
2. Failure to wear a helmet results in player being removed from the game.

Catchers Gear

7-8, 9-10, 11-12, 13-15

1. Catchers must wear mask/helmet, shin/leg guards, throat guard, and chest protector during all practices and games.

Game Balls

7-8, 9-10, 11-12, 13-15

1. Game balls are the responsibility of the home team on the schedule. They must be Little League or other National Organization approved (PONY, Federation, Dixie, USSSA, NFHS, etc.).

Bats

7-8

1. Small barrel bats are to be used. (2 ¼ barrel)

9-10, 11-12

1. No restrictions.

13-15

1. There is a maximum drop of -5.

Defensive Players Position

7-8

1. Defensive player must play even with the pitcher or behind the pitcher on either side.

9-10, 11-12, 13-15

1. No defensive restrictions.

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Offensive Field Coaches

7-8

1. Base coaches and coach pitcher are allowed on the playing field.
2. Base runners coach may only instruct the base runners.
3. Coach (Pitcher) is not allowed to instruct runners.
4. A coach may be positioned behind the catcher to assist with passed balls but they are not allowed to give instructions.

9-10, 11-12, 13-15

1. National Federation Rules apply.

Defensive Field Coaches

7-8

1. A coach may be positioned on each foul line in the outfield and must remain in dead ball territory at all times in an area (coaching area) that is halfway from outfield fence to first and/or third base.
2. The outfield coach is confined to coaching the outfielders only. A coach in violation of the coaching box rules will be confined to the dugout (can be replaced by another coach).
3. At no time may a coach step onto the playing field except in the case of an injury.

9-10, 11-12, 13-15

1. National Federation Rules apply.

Batter/Run Limit

7-8, 9-10, 11-12

1. Each team may score a maximum of 5 runs in the first inning.
2. In the 2nd – 5th innings, the team leading may always score 5 runs, even though their lead could be greater than 5 runs.
3. The team behind when batting after the first inning may always be able to score as many runs as possible to even the score and then 5 additional runs in those innings as well.
4. The 6th inning is unlimited scoring. NOTE: Unlimited scoring is no in effect if the umpire deems any inning other than the 6th inning as the last.

13-15

1. In the 1st and 2nd innings, teams are allowed to score a maximum of 5 runs or score more than 5 runs to go ahead by no more than 5 runs if they are trailing.
2. In the 3rd – 6th innings, scoring is unlimited.

On Deck Batters

7-8, 9-10, 11-12, 13-15

1. On deck batters are allowed to go to the opposite circle to be behind batter.

Speed Up Rules

7-8, 9-10, 11-12, 13-15

1. Speed up rules will be used for the catcher only.
2. The last batter that is not on base may run for the catcher at any time but it is not mandatory.

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Bunting

7-8

1. Bunting is allowed.
2. Player (pitcher) can charge once the batter squares to bunt.
3. No fake bunts allowed. Once a player squares to bunt he must bunt (or take the pitch). **PENALTY:** Batter is out and ball becomes dead and no runners advance.

9-10, 11-12, 13-15

1. National Federation Rules apply for bunting.

Dropped Third Strike

7-8

1. A batter is declared out and cannot advance on dropped third strikes.
2. The ball is dead and runners cannot advance.

9-10

1. A batter is declared out and cannot advance on dropped third strike.
2. Runners may advance at their own risk.

11-12, 13-15

1. High School Federation Rules apply to dropped third strike

Base Stealing/ Overthrows

7-8

1. Base stealing is not allowed at any time. Batted balls, unless called foul by the umpire, are live and in play until the defense stops the progress of all runners and the umpire calls time. Ball remains dead until next batter.
2. Runner must stay in contact with the base until the batter has hit the ball.
3. If a runner leaves the base before the ball is hit, the umpire shall indicate the infraction immediately by removing the runner from the base. The ball/pitch becomes dead immediately and NO PITCH is declared.
4. On a ground ball in the infield, on the 1st play at first base, the batter/runner is limited to 1st base only on an overthrow. **NOTE:** Overthrow is considered any ball **not caught** by the defensive player at first base. All other runners can advance at own risk.

9-10

1. Runners may not leave the base until the ball crosses the plate. **PENALTY:** runner is removed from the base and called out. Ball becomes dead and no pitch is declared.
2. A runner who has reached third base safely can only advance home on a batted ball or walk (when forced to do so).

11-12, 13-15

1. High School Federation Rules apply

Appeal Play

7-8, 9-10

1. The appeal play is not in effect.
2. The umpire will call the infraction when play becomes dead.

11-12, 13-15

1. High School Federation Rules are in effect for appeal plays.

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Infield Fly Rule

7-8, 9-10

1. There is no infield fly rule for this age division.

11-12, 13-15

1. High School Federation Infield Fly Rules apply.

Head First Sliding

7-8, 9-10, 11-12, 13-15

1. Head first sliding is not allowed at home plate.
 - a. (Penalty) - Runner is out and ball remains live.
 - b. Dive backs to the bases (head first) are not considered head first sliding.

Pitching Limits/Rules

7-8

1. The pitcher/coach must start with one foot anywhere within the 8-foot circle.
2. A total of 5 pitches can be thrown.
3. If a batter swings and misses 3 times, the batter is out.
4. The fifth pitch may be fouled or tipped indefinite number of times.
5. There are no bases on balls or hit by pitch advancements to first base.
6. Player (pitcher) must stand beside, even with, or behind the pitcher/coach until the ball is batted.
PENALTY: Batter is awarded first base and other runners advance only if forced to do so.
7. Baseball coaches pitch overhand.
8. Any batted ball that hits a pitcher/coach is dead. The pitch will not count and the pitch will be done over.

9-10

1. A total of 4 innings max per game / 8 innings max per week is in effect.
2. Once a pitcher throws at least 4 innings or more in a game, that pitcher must have 2 calendar days' rest before being allowed to pitch in another game.
3. If a pitcher throws 3 or less innings in a game, that pitcher does not have to rest between days pitched.
4. A coach has 3 trips to the mound per game; on the 4th trip and every trip after the 4th, the pitcher must be removed from the game.

11-12

1. A total of 5 innings max per game / 10 innings max per week is in effect.
2. Once a pitcher throws at least 4 innings or more in a game, that pitcher must have 2 calendar days' rest before being allowed to pitch in another game.
3. If a pitcher throws 3 or less innings in a game, that pitcher does not have to rest between days pitched.
4. A coach has 3 trips to the mound per game; on the 4th trip and every trip after the 4th, the pitcher must be removed from the game.

13-15

1. A total of 6 innings max per game / 12 innings max per week is in effect.
2. Once a pitcher throws 4 innings, that pitcher must have 2 calendar days' rest before being allowed to pitch in another game.
3. If a pitcher throws 3 or less innings in a game, that pitcher does not have to rest between days pitched.
4. A coach has 3 trips to the mound per game; on the 4th trip and every trip after the 4th, the pitcher must be removed from the game.

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