

## **Catholic Middle Schools Athletic Association (CMSAA)**

### **2007 RULES AND REGULATIONS - Boys Baseball**

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

#### 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.

#### 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.
9. Metal spikes are prohibited.

#### 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.

#### I. PITCHING RULES:

Pitching Restrictions:

- b. 7 innings max per calendar day.

#### 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.

#### 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:

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.

#### 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.

#### 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.

#### 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

NUMBER OF INNINGS 7

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

MERCY RULE 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.