

CCDL regular-season will start on May 1 and end June 16

Saturday MAKEUP DAYS: June 10 and June 17 for weather cancelled games

CCDL regular-season final make-up dates are June 19 and 20(make them up by then or forfeit)

CCDL post-season will end Thursday June 30

Updated: February 2017 (updated rules from February 2016 and February 2017 are in BOLD)

CCDL LEAGUE

Caldwell, Crittenden Dawson Springs, Lyon Baseball League

-- USSSA baseball and softball rules will be the foundation for the league and all its divisions with a set of local league rules that supersede or supplement the USSSA rule book. USSSA rules apply in all circumstances not governed by local rules.

-- USSSA FAST-PITCH SOFTBALL RULES URL:

<http://web.usssa.com/usssa/usssa-general/2015FPRuleBook.pdf>

— USSSA BASEBALL RULES URL:

<http://web.usssa.com/usssa/usssa-general/2017BBRulebook.pdf>

— Courtesy runner rule is covered by USSSA rule book. For girls' softball leagues, refer to the USSSA boys' baseball rule (girls' softball will play by same rule as boys' baseball).

— **10-under softball will be a "hybrid" league which includes live arm (both player pitch and coach pitch)**

— **In 10u hybrid softball. Players pitch until pitch count reaches 3 balls. At three ball count, it converts to Coach Pitch with the following format. The batter is to receive 1 extra allocated pitch beyond the number of strikes remaining. For instance, in a 3-0 count, batter gets 4 pitches to make 3 swings. In a 3-1 count, batter gets 3 pitches to make 2 swings. In a 3-2 count, batter gets 2 pitches to make 1 swing.**

— **In 10u hybrid softball. Coach pitch will be defined per USSSA 8.05. The pitching coach shall be an adult at least eighteen (18) years of age.**

— **In 10u hybrid softball. During coach pitch, if coach on the field is hit by ball in play, there is dead ball, and will have to redo the pitch. USSA 8.21**

— **In 10u hybrid softball. During coach pitch, the player at the pitcher position may not move to another position while the coach pitches and then return to pitch to next batter, more than one (1) time. This is considered as the pitcher returning to pitch after being removed from the position, which is allowed 1 time**

— **6-Run limit: A team may not score more than six runs an inning in all leagues.**

— **As a league, we discourage head first sliding into any base.**

— **In 8u Machine Pitch baseball, batters will given 5 balls to either hit or strike out. A player will remain alive as long as he fouls off the potential third strike.**

— **10u Baseball will not observe dropped-third strike rule. A strikeout is automatic out.**

— **In 10u baseball, base runners may not lead off. A runner may only attempt to steal once the ball crosses the plate. Penalty for leaving early – If there is less than 2 outs when the violation occurs, the umpire will call delayed dead ball and the runner is out. If the runner leaves early and there is already 2 outs, the runner is out and the umpire will call drop dead ball and the batter at the plate will lead off the next inning with new count.**

— Mercy Rule: The league has adopted a mercy rule that goes into effect when the losing team on the scoreboard no longer is mathematically capable of tying the game in the prescribed number of innings for that division.

— **In 8u baseball and 8u softball, hash marks will be drawn halfway between all bases, except home and first, for the purpose of determining placement of runners who are not in possession of a base when a play is stopped.**

— **In 8u baseball and in all divisions of softball, the pitcher's circle will be 16 feet in diameter.**

— There shall be no infield fly rule for 8u softball or 8u baseball.

— When a suspended game is made up, accommodations may be made for changes in lineups when players are missing or added from the original lineup. Lineups should not change substantially, however, other than to add or remove a player who was not in the original lineup to remove a player who is not available for the completion of the game.

— Field sizes: Softball 60 feet base paths. Pitching Speeds/Mound Distances: 8u Softball 35mph **35ft**; 10u Softball 35 ft rubber (**both Player and Coach distance**). 12u Softball 40ft (USSSA distance). Baseball: Field Sizes/Mound Distances: 12u 70 bases (50ft mound); 10u 65 bases (46ft mound), 8u 60 bases (42ft machine) 38-40 mph machine. Note: Machine speeds can be altered as deemed necessary by umpire for safety and consistency to meet mph ranges. The league recognizes that some machines may throw differently than others. The goal is have each machine at each location throw as closely as possible to others in the league and within the desired mph range.

— Coaches in all softball and baseball leagues where a pitching machine is employed may feed the ball into the machine. All USSSA baseball and softball rules governing "coach on the field" apply; however, **in 8u baseball and 8u softball, a defensive coach is allowed to be stationed behind the catcher to help retrieve pitches.**

— If a batted ball hits the pitching machine, the ball is dead, but all runners advance one base, even if not forced.

— Each game in all divisions shall have a time limit of 1 hour and 25 minutes. No new inning starts after 1:25. In cases of doubleheaders, the second game will start no later than 10 minutes after the first game ends.

— **CCDL prohibits Hidden Ball Trick whether deployed legally according to OBR. It will not be tolerated in the CCDL in any fashion.**

— The International Tie-Breaker Rule will be observed in all regular-season games if a game is tied when the time limit is reached or six innings have been completed. A runner is placed at second base and there are no outs. The base runner placed at second base must be the player in the lineup in the batting lineup listed immediately before the batter of batting first to start the inning.

— Each game in all divisions will be played with both teams having a continuous batting order that includes every player present and eligible to play.

— No coaches representing the defensive or offensive team may be on the field of play, nor in foul territory, during the game unless inside of the designated coaching areas.

— Call Up Rules: Call ups from other teams in order to complete a lineup for a given game are as follows: Teams may call up from the age division immediately below, but the called-up player must be positioned in the outfield and must bat at the bottom of the batting order. Call ups from another team in the same age division (crossover) is allowed, but called-up players must be positioned in outfield and

CANNOT bat and the automatic-out rule is in effect when that player's turn in the order comes up. A team must have a minimum of 6 of its original rostered players in order to start a game. There can be no changes in batting order once game starts unless an out is taken for the player who leaves for injury of sickness. Call ups or crossovers cannot come to game, and "be in stands" to substitute in case of injury or illness.

— **CCDL prohibits a bona fide league player selected for a post-season all-star team from declining his own community's roster spot and accepting one in another community within the CCDL. Otherwise, crossover is permissible.**

— No team in any age division will be penalized for starting or finishing a game with 8 players in the batting order. In other words, no automatic out will be required if a team has 8 players in its batting order. With 7 players, a team must take an automatic out in the 8th batting position. Late arrivals may be inserted at the end of the lineup to avoid the automatic out.

— There is no bunting against a pitching machine in any league where the machine is used. Bunting is allowed against all live pitching.

— Eligibility: Players may register for two different teams in different age divisions (additional fee required). A player may play up only one age division (example 9-10yo up to 12u or 7-8yo up to 10u. A player duly registered and on a team's roster before the season begins will not be subjected to the requirements of Rule 10.

— As league policy, the host community must make wet field decisions by 3 pm. When rains occur after 3 p.m., it is up to the host community to notify the traveling team as soon as practical whether the scheduled game(s) will be played.

— All coaches in softball and baseball divisions 8u, 10u and 12u are required to report scores immediately following each game to the league recording agent at 270-875-1126 or email to toddgriffin@timesleader.net. The preferred method of reporting these scores is taking a smartphone photograph of your scorebook pages (home and away team) and texting those images to the aforementioned number or email address. This reporting is necessary to provide for accurate league standings and other information that will from the league agent be published weekly in your local newspaper.

— All regular season games must be played by **June 20**. All makeup games will be scheduled by the local league commissioner.

— Pitching Rules for Post-Season League Tournament: In order to accommodate the unique circumstances that arise at tournament time, the league will allow pitchers to throw no more than 8 innings in a calendar week. Other rest rules apply. Inning counts start fresh in post-season (e.g. your regular season innings do not carry over into postseason if the post-season tournament begins in the middle of the week).

— Birth dates that affect age divisions: May 1 for boys and Jan. 1 for girls.

Regular Season Pitching Rules - Baseball

(a) Any player on a regular season team roster may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)

(b) A pitcher once removed from the mound cannot return as a pitcher.

(c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age

group as noted below, but the pitcher may remain in the game at another position (see Note 1 below):

LEAGUE AGE Maximum Pitches Per Day

11 -12: 85 pitches per day

9-10: 75 pitches per day

Exception: If a pitcher reaches the daily maximum limit or any other pitch count threshold for his/her league age 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. This allows a pitcher to complete the batter to whom he is pitching without jeopardy of going over a pitch count threshold. Example: A player in the 10u division reaches 35 pitches while facing batter X. The pitcher may complete the at bat and when the at bat is over, his official pitch count for the day will be 35.

Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

12u BASEBALL LEAGUE

Maximum 85 pitches per day;

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

10U BASEBALL LEAGUE

Maximum 75 pitches per day:

- * If a player pitches 51 - 75 pitches in a day, three (3) calendar days of rest must be observed.
- * If a player pitches 36-50 pitches in a day two (2) calendar days of result must be observed.
- * If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.
- * If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

DAYS REST EXPLAINED: If you pitch Monday, 2 days rest means you can not pitch again until Thursday. If you pitch Monday, 3 days rest means you cannot pitch again until Friday.

(e) Each league must designate the scorekeeper or another game official as the official pitch count recorder.

(f) The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

(g) The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game.

The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed. 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.

(h) Violation of any section of this regulation can result in protest of the game in which it occurs.

NOTES:

1. 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. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.

2. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.

3. 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.

Example 1: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest.

Example 2: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required days of rest.

Example 3: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.

Note: The use of this regulation negates the concept of the "calendar week" with regard to pitching eligibility.