

Colorado Springs Baseball (CSB)
Fall Baseball League 2017
Rookies (ages 7-8) Minors (ages 9-10), Majors (ages 11-12), Juniors (13-15)
and Senior/HS (16-18) Playing Rules

League is designed towards fall baseball without the travel and high prices. Geared toward more advanced, higher skilled, competitive ball player. **Experienced players preferred** (Minors, Majors Juniors, and Seniors/HS), partial or full teams welcome. No boundaries, all communities are welcome. Coaches: Bring your current or newly formed team after spring and summer baseball is over. You will be able to evaluate your talent, pick up kids, and teach your baseball philosophy before your 2018 season starts.

Rookies Division (7-8) is a Machine Pitch fundamental league. Individual registrations are also welcome.

Official Player

*Only players that are officially registered and paid can participate. The league has received payment; registration and waiver forms have been completely filled out and turned in to league officials. Coaches that use illegal players will result in forfeit/s of games in which an illegal player has participate in.

*What is "Officially Registered"

- Registration has been paid in full prior to the first game.
- Registration form completed
- Consent to Treat, Waiver and Code of Conduct form completed
- Copy of Birth Certificate turned into the league, unless league has one on file from previous year.

*Age limit will be determined as of August 31st, 2018.

*Younger age players can play up with league approval; contact Jorge Lacayo @ 719-648-5171 or email the league at coloradospringssummerbaseball@comcast.net, Subject: Approval Needed to Play Up. Please submit information why your son/daughter should play up.

*Players playing down (league approval needed) that exceed the age cut of August 31st, 2018 will not be able to pitch.

Equipment Bags

*If a team is in need of equipment bag for the fall, the league will provide team equipment bag. League will not provide scorebooks or game balls.

Players per Team/Number of Games

*Team roster will consist of 13-14 registered players per roster. The roster can be expanded to more players per coach's request only.

*All divisions have 10 game regular season schedule. No EOS Tournament.

* Games will be played on the weekends as part of double headers on either Saturday or Sundays.

- Rookies, Minors: Will have the option of: 1 game during the week and 1 during the weekend
- Majors, Juniors and Seniors: Double headers on the weekend only.

Regular Season/Game Length/Locations/Dates/Times

*Regular season Games will start on the week of September 5th, last game of the regular season will end by October 8th.

***Rookies Division:** Games will consist of six (6) innings or one (1) hour 30 minutes' time limit. No new inning will begin after one (1) hour and 30 minutes of play. Teams will complete the inning in progress unless the home team is at bat and already leading.

***Minors and Majors Division games will consist of 6 innings or called at the 1 hour and 45 minute mark but the inning in progress should be finished unless the home team is batting and they are already ahead. Games will need to be completed within the allotted time of 2 hours.**

*Minors and Majors Division Games that complete 2 ½ or 3 full innings or exceeded 55 minutes in playing time will be considered "official" and will not be rescheduled.

***Junior and Senior/HS Division games will consist of seven (7) innings or called at the 2 hour mark but the inning in progress should be finished unless the home team is batting and they are already ahead. Games will need to be completed within the allotted time of 2 hours and 15 minute.**

*Juniors and Senior/HS Division Games that complete three (3) ½ or four (4) full innings or exceeded one (1) hour/ (60 minutes) in playing time will be considered "official" and will not be rescheduled.

*Game time will start per scheduled time.

*It will be up to the coaches and umpire to get the games started on time.

*Games can be played at: El Pomar Youth Sports Complex (EPYSC), 2212 Executive Drive, Colorado Springs, Colorado 80906. Leon Young Sports Complex, 1335 South Chelton Road, Colorado Springs, CO, 80909 Goose Gossage Youth Sports Complex 3950 Mark Dabling Blvd, Colorado Springs Colorado, CO 80907 (no mounds). All Colorado Springs Sporting Facilities are SMOKE and TOBACCO FREE.

* Weekend games will start as early as 8:00AM, 8:30AM or 9:00AM depending on the number of teams in the league.

*Weekday games will start at 4:30/4:45PM

*Game time will start per scheduled time.

*It will be up to the coaches and umpires to get the games started on time.

THERE IS NO MERCY RULE IN THE LEAGUE. ALSO IF A TEAM IS SHORT OF PLAYERS THEY CAN BORROW PLAYERS FROM THE OTHER TEAM WITHOUT TAKING AN OUT.

*Teams are unable to finish last inning; the score from the previous inning will stand as the final score.

*Tied games will not be extended to determine a winner unless both coaches and the **umpire** agree and game doesn't interfere with the next scheduled game.

Regular Season Game Schedule

*Regular season schedule will be posted on the home page of the website www.coloradospringsfallbaseball.com If there a discrepancy in the schedule please notify your coach or team representative ASAP, they will notify the league.

Short on Players

* The league will try to avoid forfeits when possible. If a team has 6 (six) players or less it will result in forfeit. Game will not be rescheduled.

*If a team is going to be short of players, it will be the responsibility of the coach to notify the league. Please email league 48 hours prior to the game to coloradospringsfallbaseball@comcast.net with the following information: Team name, division, game date and time, and coach's best contact information.

Pickup Players

*A team must have seven (7) of its own players before being allowed to pick up players.

*There is a maximum of three (3) players (Minors) or two (2) players (Majors, Juniors and Senior/HS) allowed to be picked up to complete a lineup. Examples: Minors maximum number of players a team can pick up is three (3). For Majors, Juniors and Senior/HS two (2). Pickup players may not pitch and are required to play outfield only, and must bat in the last three (3) positions of the Lineup.

*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.

Pre-Game

*Players may warm up in the outfield part of field. Stretching and Long Toss.

*No soft toss or live batting practice with hard baseballs will be allowed against the fences, infield or outfield prior to or after games.

*Wiffle or lite-flite baseballs are allowed for batting practice in the outfield.

*During weekend games, pre-game warm ups can be done in the open areas around the baseball fields. Coaches are responsible for all games to start on time.

Coaches and Umpires Pre-Game Conference

*Review all necessary rules: * Notify Home team of Game Start Time.

*Extra base on an over Throw. Five Run Rule. When do runners stop advancing to the next base? Third strike drop....etc

*Both coaches and umpires review protocol on Lightning.

*If lightning occurs during games, both coaches and umpires will suspend play. Coaches and Umpire may choose to suspend play at any time. Prior to leaving the field both coaches and umpire/s will need to know

how long to wait before resuming play. What time did the game stopped? It's a good idea to have both coaches and umpire/s cell number.

*Once fields are cleared due to lightning, they will remain closed for at least 20-30 minutes and games may not begin until both coaches and umpire/s have evaluated conditions, play may resume. Take shelter in vehicles; do not stay in the dugout, by trees or standing water. If lightning occurs during practice times, you should immediately clear the field and take shelter. Please read section on Lightning. <http://www.lightningsafety.noaa.gov/>

Home Team

*Home team will keep the official scorebook and occupy the first base dugout. Home team will notify league of the game results: who won, the score. Email result to coloradospringsfallbaseball@comcast.net Subject: Division, team name and score (Majors: Rippers 13 vs Outlaw 3).

*The home plate umpire will receive one new baseball per team at the beginning of the game.

Dugout

*Only uniformed players, the manager, one coach and one scorekeeper are permitted on the bench. The manager should require all others to leave the dugout. Players must stay in the playing area or on the bench during the game unless the manager permits them to leave. During a game, the only individuals allowed outside of the dugout are the defense team, the batter, base runners, manager and base coaches.

Each team must clean up their respective dugout and area after a game or practice.

Batting Line-Up Rules

*The batting order will consist of all players (officially registered) present for the game. This order will not change throughout the contest. If a player leaves the game for any reason (ie; is injured or leaves early), the order will move up and team will not be charged with an out when that spot comes to bat.

* Coaches will have the option of batting the whole roster or 10 players (Extra Hitter or/and DH)

*Players arriving late may only be added to the bottom of the batting order.

*Batting helmets must be worn at all times by the batter/base runners until they are back in the dugout

*No metal cleats are allowed except for Juniors and Senior/HS Division.

* Ball is live on a third strike drop by the catcher.

*On-Deck Batter Allowed

*BIG BARREL bats are allowed in the league for all divisions, except Rookies. Barrel size $2\frac{1}{4}$, $2\frac{1}{2}$ or $2\frac{5}{8}$ inches in diameter. Bats with a diameter of $2\frac{1}{2}$ or $2\frac{5}{8}$ are considered Big Barrel, which are legal.

*BPF (Bat Performance Factor) or BBCOR bats required in the Juniors and Senior/HS Division.

*Wood and composite bats are allowed as long as they are BPF or BBCOR certified.

Base Runner/Running Rules

Base Path

*Rookies 60 feet *Minors 60/65 feet (depending on the complex)

*Majors 70 feet *Juniors 90 feet *Senior/HS 90 feet

*It is the responsibility of the base runner to avoid a collision. The runner must slide, give up, or attempt to return if the infielder is in position and has possession of the ball or is simultaneously receiving the ball. Runners may not attempt to dislodge the ball. The penalty is an out and ejection for unsportsmanlike conduct at the discretion of the umpire. Malicious contact will supersede any fielder's obstruction.

*Players may lead off and steal. Rookies Division not allowed

*Head first slides allowed. Rookies Division not allowed.

*Coaches are reminded this sport is not a track meet, and to be sportsmen when leading comfortably.

*Only one run will be allowed to score on a steal of home, pass ball, wild pitch or a ball thrown back to the pitcher from the catcher per inning. Exception to the rule: If the pitcher or catcher makes an attempt to pick off a base runner, the ball is thrown away, one base will be awarded.... including home base if there is a runner on 3rd. Coaches will have the option to utilize this rule for their game. Prior to the game coaches will meet and decide on this rule.

*Courtesy base runners needed due to injury, will be the last player that recorded an out

*Courtesy Runner. Coaches may use courtesy runners for the pitcher (last defensive inning) but it is not mandatory. Coaches may use courtesy runner for the catcher (last defensive inning) at any time, **but it is mandatory when there are two outs**. The Courtesy runner is the last player that recorded an out. If the previous out is the scheduled pitcher or catcher, the courtesy runner may be the previous recorded out. A player cannot run for both the catcher and pitcher in the same inning. There is no courtesy runner for a pitcher or catcher that did not play at the end of the last defensive inning.

Offense: Five Run Rule per Inning/Mercy Rule

*Coaches will have the option to utilize this rule for their game. Prior to the game coaches will meet and decide on the Five Run Rule.

*Each team is limited to five runs scored per inning for each inning through the first five. Unlimited runs are permitted to be scored by each team in the final inning. Important Information: Not all games will go the required innings; some games will only go four or five innings. If the game is coming to the marked time, it is the coaches' responsibility to notify the umpire that the upcoming inning will be the unlimited run inning for both teams due to time restrictions. This should be done about 20 minutes before the expired time mark of the game depending on the flow of the game.

*THERE IS NO MERCY RULE IN THE LEAGUE.

Pitching Machine and Field Rental

*Pitching Machines will be available for teams to use starting on September 1st, 2017. Prior to using the pitching machine, coaches will need to call El Pomar Youth Sports Complex at 719-630-0168 to reserve a field (Field #1, #2 or #3), cost for field rental is \$18.00 per hour. The league doesn't cover field rental. Once a field is reserved you will need to contact the league westelpasobaseball@comcast.net to make sure there are enough pitching machines available for your reserve time.

Pitching Machine Rules for Rookies Division

All games for Rookies Division will be played at El Pomar Youth Sports Complex or Gossage Sports Complex.

***In the event of rain please bring the pitching machine in the dugout, do not leave on the field.**

*Pitching Machine: The **home team** is responsible for setting up and putting away the pitching machine, locking up the dumpster. When putting away the pitching machine please make sure the motor is facing up and the machine is resting in its wheel. The extension cord is rolled up and set around the machines stance.

*Distance between home plate and pitching machine: The front edge of the pitching machine will be set at forty-two feet (42'), usually the first rubber to the back point of home plate.

*Recommended pitching speed is **35 M.P.H – 37 M.P.H.**

*Players have a maximum of seven pitches through the pitching machine. The league will allow players to swing and try to hit the ball fair using up to seven pitches. After the seventh pitch without putting the ball in fair play the batter will be out. There are no walks.

*When a batted ball hits the pitching machine the ball is dead, the batter is awarded first (1st) base and all runners advance one (1) base.

*Fair Ball Arc – There will be a twenty-foot (20') arc drawn from 1st baseline to 3rd baseline in front of home plate. A batted ball must go past this line to be fair.

*In the event of light rain or pitching machine malfunctions, game will become coach pitch game, same rules apply.

Defense

*FREE SUBSTITUTION OF PLAYERS ON DEFENSE: Any team player can substitute for another player on defense at any time.

*Player participation will be at a minimum, 6 of the first 12 defensive outs. It will be up to the coach to determine the defense.

*Players and Positions: Safety is first. Coaches will not be putting players in defensive positions that will increase chances of injury. The player's abilities and the head coach, not the parents, will determine defensive positions.

*Every player present for the game must play 2 of the first 4 innings. Players that will not receive their minimum playing time (due to injury, illness, or discipline) must be identified to the opposing coach prior to the start of the game. Free substitution for all defensive players.

Pitching

*Rookies: Machine Pitch Division

-no pitching, unless pitching machine is down. Game will revert to coach pitch

*Minors: Pitching distance 43/46 feet

-No Pitching Mounds at Goose Gossage Youth Sports Complex

-Leon Young Sports Complex and El Pomar Youths Sports Complex have mounds

*Majors: Pitching distance 50 feet

*Juniors: Pitching distance 60 ft, 6 inches

* Senior/HS: Pitching distance 60 ft, 6 inches

*Minors and Majors: No player will pitch more than three innings in any scheduled game, and no more than six innings per calendar week. Pitchers can pitch three innings in the first game of the doubleheader and three more in the second game.

*Juniors and Senior/HS: No player will pitch more than four innings in any scheduled game, and no more than seven innings per calendar week. Pitchers can pitch three/four innings in the first game of the doubleheader and the rest in the second game.

*A calendar week is Monday through Sunday. One pitch constitutes an inning pitched.

*Starting pitcher (only) may re-enter the game in a later inning as a pitcher unless he would exceed the limit on innings pitched.

*A pitcher who intentionally throws at a batter will be immediately ejected for unsportsmanlike conduct. This is a judgment call by the umpire.

*Intentional Walks: One per game. *No Pitch Count.

*Balks will be called after the umpires have given warnings to a pitcher. Or the balk has deceived the runner resulting in an out.

Catchers

*Must wear proper equipment: Catchers Helmet, Chest Protector, Shin Guards and Athletic Cup.

*Coaches have your catcher ready to catch prior to the offensive inning ending. This will help the flow of the game.

Keeping the Flow of the Game

*Meeting with the umpires 10 minutes prior to game time.

*Have your pitcher and catcher ready. *Have your equipment, game balls and lineup ready.

*Know ahead of time who is your next pitcher and catcher. *Have your next defense set and ready before your last offensive out....especially your catcher and pitcher.

Harassment of and Disputes with Umpires

*The league will not tolerate any harassment of the umpires by managers, coaches, players or fans or any harassment/organized cheering against any opposing player or team

*The umpires will not tolerate any abusive language, equipment throwing or other violent behavior by managers, coaches, players or fans.

*The umpires will warn any person guilty of participating in these actions once. Second violation will result in ejection from the game and removal from the field and facility. The umpire will report such ejections to the Umpire Coordinator. Unsportsmanlike behavior, which results in, and a game ejection carries with it another one game suspension. For a second game ejection there will be an automatic season ending suspension.

*To question an umpire's ruling only the manager is to represent the team. He/she must call time out and calmly consult with the umpire. A manager must not run out of the dugout or yell objections. The manager should provide the players and fans with an exemplary model of sportsmanship.

*A player ejected from the game will result in an automatic out in the batting order.

*During all consultations with umpires about their rulings, the manager must remain in foul territory

*Umpires: The league will provide one umpire per game. If there is no umpire a volunteer from the home team will be used. Please notify league officials at coloradospringsfallbaseball@comcast.net if there is no umpire at your game.

*All umpire rulings are final. League cannot overturn umpires calls. *** No Protest.**

*There are no forfeits or makeup due to no umpire. The game must be played as scheduled.

Rain Delays

*Weekday games are allowed a 30-45 minute window for rain delays. Weekend games: It will be game-by-game decision by league officials. There is a good chance that an early game could be canceled but not the later game, and vice versa.

Rain Outs

*Rain Outs will be made up during the weekend of October 14th/15th unless both coaches agree to an early date during the week (Game time during the week for makeup games 4:30/4:45PM)

***Once Park and Rec or El Pomar Youth Sports Complex Grounds Crew cancels the game due to rain and poor field conditions, no players or coaches will be allowed on the field. By staying off the field this will preserve the integrity of the field for future use.**

Lightning Safety Rules

- *Stop the Game if you see lightning and thunder. Many people take shelter from the rain, but most people struck by lightning are not in the rain! Go quickly inside a completely enclosed building. If no enclosed building is convenient, get inside a hard-topped all-metal vehicle. Wait 20-30 minutes to evaluate the weather.
- *Keep an eye on the sky. Look for darkening skies, flashes of lightning, or increasing wind, which may be signs of an approaching thunderstorm.
- *Listen for the sound of thunder. If you can hear thunder, go to a safe shelter immediately.
- *If you see or hear a thunderstorm coming or your hair stands on end, immediately stop your game or practice and instruct everyone to go inside a sturdy building or car. Sturdy buildings are the safest place to be. Avoid sheds, picnic shelters, baseball dugouts, and bleachers. If no sturdy building is nearby, a hard-top vehicle with windows closed will offer some protection. The steel frame of the vehicle provides some protection if you are not touching metal.
- *Listen to NOAA Weather Radio. Coaches and other leaders should listen for a tone-alert feature during practice sessions and games.
- *If you can't get to a shelter, stay away from trees. If there is no shelter, crouch in the open, keeping twice as far away from a tree as it is tall.
- *Avoid leaning against vehicles. Get off bicycles and motorcycles.
- * Avoid metal! Drop metal backpacks, stay away from clothes lines, fences, exposed sheds and electrically conductive elevated objects. Don't hold on to metal items such bats, golf clubs, fishing rods, tennis rackets or tools. Large metal objects can conduct lightning. Small metal objects can cause burns.
- *Move away from a group of people. Stay several yards away from other people. Don't share a bleacher bench or huddle in a group.

What to do if someone is struck by lightning

- *Call for help. Call 9-1-1 or your local ambulance service. Get medical attention as quickly as possible.
- *Give first aid. If the victim has stopped breathing, begin rescue breathing. If the heart has stopped beating, a trained person should give CPR. If the person has a pulse and is breathing, address any other injuries. CPR <http://depts.washington.edu/learncpr/quickcpr.html>
- *Check for burns in two places. The injured person has received an electric shock and may be burned. Being struck by lightning can also cause nervous system damage, broken bones, and loss of hearing or eyesight. People struck by lightning carry no electrical charge that can shock other people. You can examine them without risk.

Stay Informed about the Storm

*Listen to NOAA Weather Radio or local media for the latest severe thunderstorm WATCHES and WARNINGS. Severe thunderstorms are those storms with winds in excess of 58 mph or hail larger than 3/4 inches in diameter. When conditions are favorable for severe weather to develop, a severe thunderstorm WATCH is issued.

*Weather Service personnel use information from weather radar, satellite, lightning detection, spotters, and other sources to issue severe thunderstorm WARNINGS for areas where severe weather is imminent. Remember, however, that ALL thunderstorms produce deadly lightning

*For more information visit the National Weather Service web site at <http://www.lightningsafety.noaa.gov/>

Field Rentals

*El Pomar Youth Sports Complex fields are available for rent. Price is \$18.00 per hour. There is a minimum field rental time of 1½ hours. Please contact Vicki Martin at 719-630-0168 for reservations and availability.

Lost and Found

*For lost items at El Pomar Youth Sports Complex, contact 719-630-0168.

Weather Cancellations

*Cancellations will be posted on the website at www.coloradospringsfallbaseball.com or you can call the league line 719-648-5171. The league has no control over the playing conditions of the fields. El Pomar Youth Sports Complex grounds crew will have the final decision over fields' readiness for games and safety.

Safety

*In the past there have been vehicle break-ins at El Pomar Youth Sports Complex. To prevent becoming a victim of this type of crime, here are a few simple precautions you can take: Don't leave any valuable items in plain sight in your car, lock your car – always, park by other cars. Call police if you see a break – in right away.