

Colorado Springs Baseball (CSB)
Fall Baseball League 2024
Rookies (ages 6-8) Minors (ages 9-10), Majors (ages 11-12),
And Juniors (ages 13-15)

The League is designed for fall baseball without the need for travel or high prices. It is geared towards more advanced, highly skilled, and competitive ball players. We prefer experienced players, and welcome both partial and full teams without any boundaries - all communities are welcome. Coaches, you can bring your current or newly formed team after the spring and summer baseball season is over. This will offer you the opportunity to evaluate your talent, recruit new players, and teach your baseball philosophy before the start of your 2025 season. The Rookies Division (6-8) is a Machine Pitch fundamental league, and 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 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 participated in.

***Age limit will be determined as of August 31st, 2024.**

*Younger age players can play up with league approval; contact Jorge Lacayo @ 719-648-5171/Mark Telander 719-244-1518 or email the league at csfb@comcast.net, Subject: Approval Needed to Play Up or down. Please submit information why your son/daughter should play up.

***Players playing down (league approval needed) exceed the age cut of August 31st, 2024 will not be allowed to pitch.**

Equipment Bags

***If a team is in need of equipment bag for the fall, the league will provide a team equipment bag. League will not provide scorebooks or game balls. Game Baseballs are available for \$60.00 per dozen (Wilson 1030)**

Players per Team/Number of Games

*Team roster will consist of 12-13 registered players per roster. The roster can be expanded to more players per coach's request only.

*All divisions have 10 10-game regular season schedule, weather permitting. No EOS Tournament.

* Games will be played on the weekends as part of doubleheaders on either Saturdays or Sundays.

- Rookies, Minors: Will have the option of: 1 game during the week and 1 during the weekend

-Majors/Juniors: Doubleheaders on the weekend only.

Regular Season/Game Length/Locations/Dates/Times

*Regular season Games start the week of August 19th and last game of the regular season ends on October 6th.

***Rookies Division:** Games will consist of six (6) innings or one (1) hour 30 minutes time limit. Drop-dead time limit on weekends

***Minors and Majors** Games will consist of six (6) innings or 1 hour and 45 minutes drop-dead time limit on weekends

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

***Juniors** games will consist of six (6) innings or 2 hour drop-dead time limit on Weekends

*Juniors Division Games that complete three (2) ½ or four (3) full innings or exceed one (1) hour/ (60 minutes) in playing time will be considered "**official**" and will not be rescheduled.

*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 Park, 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 Dabbling Blvd, Colorado Springs Colorado, CO 80907 (no mounds). All Colorado Springs Sporting Facilities are SMOKE and TOBACCO FREE.

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

*Weekday games for Rookies and Minors will start at 5:00PM

THERE IS NO RUN (MERCY) RULE IN THE LEAGUE, UNLESS BOTH TEAMS AGREE ON THE RUN RULE DURING PREGAME CONFERENCE.

*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 o/team representative ASAP, they will notify 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 two (2) players allowed to be picked up to complete a lineup. Pickup players may not pitch and are required to play outfield only, and must bat in the last in 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.

Offense: FOUR Run or Run (Mercy Rule) Rule Coaches and Umpires Pre-Game Conference

*Only managers will attend the plate conference.

*Each manager will provide the play umpire one new and one game quality baseball.

* At the plate conference, umpires and managers will exchange lineups, and discuss, as a minimum, the use of legal/proper equipment, field/weather conditions, pitching restrictions, substitute players, courtesy runners, balks, time/inning/run limits.

*Minors, Majors & Juniors Managers will have the option to play with a 4-run rule/no mercy rule or play straight baseball with the mercy rule in effect. The mercy rule is 15 runs at 3 innings, 10 at 4 innings, or 8 runs at 5 innings. Games determined by the mercy rule are regulation.

*Managers will determine if field and weather conditions are safe for play prior to the game starting. Once a game begins, the umpire-in-chief will make this call.

*Once fields are cleared due to lightning, they will remain closed for at least 25 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

*The home team will keep the official scorebook. The home team will notify the league of the game results: who won, the score. Email result to csbscores@gmail.com 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.**

Baseball Buckets outside of dugouts for coaches. Two buckets per offensive team. No buckets are allowed on field or by dugout entrance for the defensive team.

* **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 the 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)

*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 the Juniors Division. **No metal, hard-rubber cleats on portable mounds.**

* The ball is live on a third strike drop by the catcher. ***On-Deck Batter Allowed**

Official League Bats

*BIG BARREL bats are allowed in the league for all divisions. Barrel diameters size of 2 ¼ to 2 ¾ are legal.

*Rookies Division: Only USA Bats are allowed. Any size barrel 2 ¼ or greater is allowed.

Minors and Majors Division: USA or USSSA bats are allowed. Sizes 2 ¼ or greater is allowed.

***Juniors Division Wood or Metal-bats.** Players ages 13-14 can use either **USA Baseball/USSSA or BBCOR bats:** Diameter of 2 ¼ to 2 ¾ are allowed. Only BBCOR Bats for ages 15 and over.

Base Runner/Running Rules

*Rookies 60 feet

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

*Majors 70 feet *Juniors 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 is not allowed.

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

*Only one run attempt 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. If a second attempt is made, all players return to the previous base, run will not count. An exception to the rule: If the pitcher or catcher attempts to pick off a base runner, the ball is thrown away, and 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. Before the game coaches will meet and decide on this rule.

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

*Courtesy Runner. Coaches may use courtesy runners for the pitcher (last defensive inning) but it is not mandatory. Coaches may use a 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 who did not play at the end of the last defensive inning.

Pitching Machine and Field Rental

*Pitching Machines will be available for teams to use starting on August 12th Prior to using the pitching machine, coaches will need to call El Pomar Youth Sports Park at 719-630-0168 to reserve a field (Field #1, #2 or #3). Once a field is reserved you will need to contact the league csfb@comcast.net to make sure there are enough pitching machines available for your reserve time.

Pitching Machine Rules for Rookies Division

All games for the Rookies Division will be played at El Pomar Youth Sports Park.

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

*Pitching Machine: The **home team** is responsible for setting up and putting away the pitching machine, and 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 machine's 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 the home plate.

*Recommended pitching speed is **35 M.P.H – 37 M.P.H. Speed may not be adjusted between innings.**

*Players have a maximum of **six (6)** pitches through the pitching machine. The league will allow players to swing and try to hit the ball fair using up to **six (6)** pitches. After **six (6)** pitches 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.

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

*Do not set pitching machine on portable pitching mounds.

*No adjusting of the pitching machine speed between innings.

*10 Defensive players (pitcher, catcher, 4 infielders and 4 outfielders)

Batting Lineup and Defense

* When batting the entire roster, any player can substitute for another player on defense at any time. When batting only 9 or 10 players (EH), defensive substitutions require that the new player assume the position in the batting line-up of the player being replaced. Starting players may re-enter the game one time. The starting pitcher may not re-enter the game as a pitcher. *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.

*Minors Division Teams can have up to 4 outfielders.

*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 who will not receive their minimum playing time (due to injury, illness, or discipline) must be identified to the opposing coach before the start of the game.

Pitching

*Rookies: Machine Pitch Division

-no pitching, unless the pitching machine is down. The game will revert to the coach pitching to players.

*Minors: Pitching distance 43/46 feet

-No Pitching Mounds at Goose Gossage Youth Sports Complex or Cheyenne Mountain High School Softball field

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

*Majors: Pitching distance 50 feet

*Juniors: 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/Seniors: 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 NOT re-enter the game in a later inning as a pitcher

*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.

*A player ejected: pre/during/post game will result in an additional one game suspension.

*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

*Makeups for Majors and Juniors Division will be made up during the week of October 5th and 6th, unless both coaches agree to an early date during the week (Game time during the week for makeup games 4:30 pm). Rookies and Minors Division makeup games will be on weekdays or Sundays.

*Once Park and Rec or El Pomar Youth Sports Park Grounds Crew cancels the game due to rain and/or 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 25 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 over 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 website at <http://www.lightningsafety.noaa.gov/>

Field Rentals

*El Pomar Youth Sports Park fields are available for rent. There is a minimum field rental time of 1½ hours. Please contact El Pomar Youth Sports Park at 719-630-0168 for reservations and availability.

Lost and Found

*For lost items at El Pomar Youth Sports Park, 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 Park 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 Park. 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.