

**Rules and Regulations
CGAA, INC. Baseball
General rules all leagues**

A. Operating Procedures for CGAA Baseball Program

1. Traveling teams will be governed by the league in which they play.
2. All batters and base runners must wear batting helmets. If a player neglects to do so, time shall be called and said player must put one on. Refusal to do this will mean immediate removal from the game.
3. Any pitcher who is relieved as a pitcher may not return to pitch in the same game, even though he may remain in the game at another position or be eligible to return to the game.
4. A pitcher throwing one pitch in any inning will be considered as having pitched one complete inning.
5. Four innings played will constitute a full game. Three and one-half innings played with the home team ahead will constitute four full innings.
6. The home team in all leagues will furnish one new ball and one good used ball for every game.
7. The plate umpire shall rule completely over all games, including conduct of all coaches, parents, players and misuse of CGAA equipment. Coaches must cooperate with the umpire in controlling the conduct of their parents, players and misuse of CGAA equipment. Any parent, player misconduct or misuse of CGAA equipment in the opinion of the umpire will be dealt with in the following manner:
 - a. First time – The umpire will warn the player of the misuse of equipment or misconduct. Effect: Misuse means flagrant throwing of bats, helmets or any other CGAA equipment.
 - b. Second time – Automatic ejection from the game at the point of infraction and automatic suspension from the next game, whether regular season or post season. Effect: To receive automatic suspension, the second misconduct or misuse does not have to be the same as the first misconduct or misuse. Example: 1st time swearing, 2nd time throwing equipment.
8. Any harassing of the opposing team in any way by the players, coaches or fans will not be tolerated. Upon warning by the umpire, the individual will be ejected from the game and must leave the field. Cheer for your own team.

9. Any players on the team on offense shall stay in a marked area designated as a dugout, except the player at bat, base runners, base coaches, and the player next at bat may be in the warm up circle.

10. Each coach must submit to the umpire and to the opposing coach the number of innings his pitcher or pitchers have pitched that week. This must be done prior to each game.

11. The coach of the winning team shall turn in the results of their game within 48 hours to the Cottage Grove Commissioner. The winning coach must also turn in to the Commissioner the names of all pitchers on both teams and the number of innings that each pitcher pitched in the leagues designated to do so.

12. The priority of interpretation for in-house leagues will be:

- a. The CGAA Division Individual League rules
- b. The CGAA Baseball Division General Rules and Regulations
- c. The CGAA General Rules and Regulations

The priority of rules interpretation for traveling teams will be:

- a. League rules
- b. The CGAA Baseball Division General Rules and Regulations
- c. The CGAA General Rules and Regulations

13. Two adult base coaches will be allowed to coach unless otherwise specified in the individual division rules.

14. Each coach must keep and maintain his/her own records of all games and shall submit said records to the Commissioner upon request.

15. It will be the responsibility of the home team to insure that an umpire has been assigned to the game, or obtain same. In either case, the home team should verify and remind said umpire. If no umpire shows up at the game, every effort should be made by the two coaches to obtain one or agree on someone present to umpire their game. The visiting team will be allowed to supply the base umpire.

16. Coaches have three days in which to schedule any make-up game and notify the Commissioner. If the coaches have not scheduled the make-up game within this period of time, the Commissioner will reschedule the game, awarding forfeits if necessary. All games must be completed prior to the championship playoffs.

17. T-Ball, Pitchball, Peewee and Minors teams will be selected by age, while the traveling teams will be selected by draft.

18. All Coaches, Assistant coaches and CGAA Paid umpires must complete a background check prior to April 1st of the current season.

19. All leagues will have 1st and 2nd place trophies, except T-Ball.

20. There must be a two-day rest period prior to post-season playoffs. A playoff format will be established by the appropriate Commissioners and In-House Director and be submitted for Board approval.

21. For all leagues, if umpire or both (2) coaches see a flash of lightning in the sky, the game will be over. If an umpire fails to see the lightning and it is seen by a coach, the game will be halted immediately and watched for a recurrence and action taken accordingly. If it is a complete game, it counts. If not, the game will be rescheduled. Failure to comply will result in forfeiture of game by both teams.

22. The use of metal spikes is not allowed in the In-House leagues.

23. Any team whose players fall under the In-House Director must notify the appropriate Director prior to participation in any invitational tournament (not the league tournament) outside Cottage Grove. Any teams wishing to participate in these tournaments must seek Board approval.

24. When issued CGAA returnable uniforms, you will be required to wear the complete uniform in the games. Complete uniform means baseball jersey, pants, stirrups and hats.

25. No exposed jewelry allowed. Note: Any exposed metal may be legal if covered by soft padding and taped.

26. Coaches issued CGAA returnable uniforms and equipment will be required to collect and return uniforms and equipment to the Baseball Equipment Manager no later than September 1st of the year issued. The Equipment Manager will submit a list of those coaches not returning CGAA returnable uniforms and equipment to the Baseball Board at the regular September meeting.

27. Because of the high cost of replacement uniforms, the Baseball Equipment Manager must have in his/her possession a copy of the team roster from every coach in every league where returnable uniforms are issued.

a. The list must contain

1. The player's first and last name
2. The player's telephone number
3. The number on the back of the jersey issued to that player

b. A form for the player's names, telephone number and jersey number will be issued to all coaches who have returnable uniforms.

c. The completed list must be returned to the Commissioner or Equipment Manager before game balls are issued.

d. All CGAA issued returnable uniforms are to be worn only at CGAA sponsored or approved events.

28. The duties of the Commissioners are:

- a) Commissioners will coordinate the distribution of pictures.
- b) Commissioners will hand out trophies at the end of the regular season.
- c) Commissioners will coordinate with the In-House Director to establish a playoff schedule and format for Baseball Board approval.
- d) Commissioners will coordinate with the Director of Administration in the development and distribution of practice and game schedules.
- e) Commissioners will co-chair any in-house tournament.

29. The duties of coaches are:

- a) All coaches participating in or with the CGAA Baseball Division are to be certified. To be certified, coaches must attend two approved meetings or get special approval from the In-House Director.
- b) Shall inform players of the proceedings of all special events.
- c) Coaches will be held accountable for their actions.
- d) Coaches will participate in in-house tournaments.
- e) Coaches will be required to submit to a criminal background check prior to being assigned coaching duties.

30. Requirement for umpires are:

a. All Umpires participating in or with the CGAA Baseball Division are to be certified. To be certified, umpires must attend one approved meeting or get special approval from the Board of Directors.

31. Age brackets are as follows (based on age on April 31st of the playing season):

T-Ball Instructional – 5

T-Ball Traditional – 6

Pitchball – 7-8

Peewee – 9-10

Minors – 11-12

Traveling Leagues – 9-18

- a) A player may choose to play up only if it would allow him to participate with players in his grade.
- b) All coaches for traveling teams must be selected and appointed by the CGAA Baseball Board or its agent and approved by the CGAA Main Board. Traveling coaches must apply for the position by completing the required documents and returning said documents to a board member before 5:00pm on board assigned deadline date. If a board member is applying for a position they must complete the required documentation and give it to another board member before the deadline passes.

32. If current specialty leagues are dropped by the Baseball Board and are replaced with other specialty leagues, all bylaws, policies and regulations of the Baseball Board will remain the same when pertaining to said leagues except a new name of the specialty league will be used instead of the name being dropped.

33. Catchers must wear a mask, throat protector and helmet during practice, pitcher warm-ups and games. Players, especially catchers, should have the importance of wearing an athletic supporter with protective cup stressed.

34. Normal time limit for games is 8:30 PM. It is the decision of the umpire as to when a game ends after 8:30 PM. This decision will depend on light conditions during summer games.

35. Any runner is out when the runner does not slide or attempt to avoid a fielder who has the ball and is waiting to make the tag or if the fielder is in a position to field the ball to make the tag.

36. The base runner is never out for leaving the base early. If called for leaving early, the runner can only advance one base. Example: Batter gets a hit, runner on first leaves early and is called for leaving early, the runner has to stop at 2nd base. In leagues allowing stealing, a runner leaving early must return to the base he was on prior to the attempted steal provided the batter does not get a hit. If a base runner leaving early is involved in an out, the out will apply.

37. The refund of registration fees will be made at the discretion of the Baseball Board. A player is not eligible for a refund if he participates in the tryout process for the select teams and is not drafted for one of the teams.

38. At the Baseball Boards discretion, coaches' may be required to attend a coaches certification program

B. Protest Rules for CGAA Baseball Division In-House Leagues:

1. No protest may be made on an umpire's judgment call.
2. A protest must be made at the time of infraction, before the next pitch.
3. The protesting coach must notify the umpire of the infraction he/she is protesting. The umpire must then notify the opposing coach of the protest and the infraction.
4. The umpire must then mark in both coaches' scorebooks where in the lineup the protest was made. If the protest is upheld, a record must be made so the game can continue from that point.
5. The protesting coach must notify the league Commissioner in writing within 48 hours of the protest. If the League Commissioner is not available, the coach must notify the Director of the league or any elected Baseball Board member. The 48 hours from the time of the protest applies as well.
6. If these protest rules are not adhered to, no protest will be upheld.
7. Select teams will follow their rule books for protests.
8. The Commissioner of each league will rule on all protests within that league and his/her decision is final. If it is felt by the parties involved that the Commissioner has a conflict of interest, directly or indirectly, they may appeal his/her decision to the Director. The Director may either rule on the proposal or send it to a Protest Committee.
9. A Protest Committee will be selected by the Baseball Board at the regular meeting in April.

C. Playing Rules: (Refer to individual league rules for more information)

1. Starting times for each league will be identified in the individual league rules. A forfeit will be called if a team cannot field a team within 15 minutes of the scheduled start time. A later starting time will be allowed by mutual agreement of the coaches.
2. All players for in-house leagues must play a minimum of three innings (except T-Ball, where the minimum is two) on defense and have one time at bat. This minimum playing requirement must be completed before the start of the last scheduled inning.
3. Teams may start their games when they have eight players at forfeit time and continue a regulation game. If a player is injured or a player is forced to leave the game after it starts, they will continue with seven players. There will be no borrowing of players in the in-house leagues.

4. Sliding is allowed in all leagues, except where individual league rules and regulations prohibit.

5. In the event a league has a team or teams from outside Cottage Grove, this team(s) must abide by these general rules and must divide their players to the procedures of the CGAA, Inc.

Any changes to these rules must be submitted in writing or verbally at the regular Baseball Board and General Membership meeting and the Rules Meeting in September. Any rule change proposals will be given to the Rules Committee.

Any changes to these rules require a majority vote of the Rules Committee.

The Rules Committee shall consist of as many members as the Baseball Board thinks necessary. There will be an odd number not less than 5, but no more than 11 eligible Baseball Division members on the Committee to insure a majority vote on all rule proposals.

Ratification will be at the regular Baseball Board meeting in October.

COTTAGE GROVE BASEBALL

RULES AND REGULATIONS

T-BALL INSTRUCTIONAL

FIELD LAYOUT

1. Distance between the bases shall be 55 feet.
2. A circle with a radius of 10 feet shall be drawn around home plate with the center at the back of home plate.
3. A circle with a radius of 6 feet shall be drawn around the pitching mound, the center of which shall be 35 feet from the back of home plate.
4. A line shall be drawn from 1st base to 3rd base.
5. A line shall be drawn in each base path at the halfway point (27' 6") between 1st and 2nd, 2nd and 3rd, and 3rd and home.
6. The "Tee" shall be placed behind home plate, close enough to home plate as to not hinder runners coming in to score.

RULES AND REGULATIONS

1. The game ball shall be the restricted flight game ball issued by the Equipment Manager.
2. Games will start at 6:30 PM and will be three innings in length. No inning shall start after 8:00 PM. The start of an inning shall be considered when the 3rd out is made in the previous half-inning.
3. There will be no keeping of runs scored or outs made.
4. Teams with 10 players must play all 10 on defense, four of which must play in the outfield. No infielder can play closer to the batter than 2 steps in front of the base path. Outfielders must play at least 12 feet behind the base path. Coaches will remain in the dugout during the game.
5. The pitcher shall be confined (both feet) within the 6-foot radius circle around the rubber until the ball is hit. If a violation occurs involving the pitcher during a putout, the batter will advance to 1st base and all runners shall advance one base.
6. The catcher shall be confined outside the 10-foot radius circle behind home plate until after the ball is hit.
7. All team members will bat in rotation, whether playing the field or not. The batting order will be rotated in each inning so that no player bats last in consecutive innings. Each player will bat once during each inning. After the last player has batted, the inning is over.
8. Batters must stand in an area designated as the batters box when at bat. The batters box shall be positioned in relationship to the "tee," not home plate. Runners must touch the plate to score.

9. Any time the batter throws or drags the bat so it comes to rest completely outside the 10-foot radius circle, the batter shall be called out and any runners will return to the bases they were at when play started.
10. A ball that is hit and remains inside the 10-foot radius circle will be considered a foul ball. A ball that hits outside the circle and rolls back without first being touched by a defensive player is considered a foul ball.
11. A base runner may not lead off the bases while the ball is on the tee or being returned to the catcher to be placed on the tee.
12. A base runner may advance only one base at his own risk on an overthrow at 1st or 3rd base. However, if a fielder attempts to make a play on the runner, he may continue at his own risk.
13. No intentional bunting will be allowed. An intentional bunt will be called an out. A player must take a natural swing.
14. Time will be called when the ball has been fielded, thrown inside the confines of the infield. A base runner that has advanced more than one-half of the distance to the next base may continue at his own risk to that base. The lines drawn at the halfway points in the base paths as discussed in the field layout will be used to determine if a runner has advanced half way. Runners not half way must return to the previous base.
15. Runners not half way must return to the previous base.
16. Any batter, batter/runner, or runner who intentionally loses his helmet shall be declared out. The ball becomes dead and all runners must go back to the last base held.

Any changes to these rules must be submitted in writing or verbally at the regular Baseball Board and General Membership meeting and the Rules Meeting in September. Any rule change proposals will be given to the Rules Committee.

Any changes to these rules require a majority vote of the Rules Committee.

The Rules Committee shall consist of as many members as the Baseball Board thinks necessary. There will be an odd number not less than 5, but no more than 11 eligible Baseball Division members on the Committee to insure a majority vote on all rule proposals.

Ratification will be at the regular Baseball Board meeting in October.

COTTAGE GROVE BASEBALL

RULES AND REGULATIONS

Traditional Tee Ball

FIELD LAYOUT

1. Distance between the bases shall be 55 feet.
2. A circle with a radius of 10 feet shall be drawn around home plate with the center at the back of home plate.
3. A circle with a radius of 6 feet shall be drawn around the pitching mound, the center of which shall be 35 feet from the back of home plate.
4. A line shall be drawn from 1st base to 3rd base.
5. A line shall be drawn in each base path at the halfway point (27' 6") between 1st and 2nd, 2nd and 3rd, and 3rd and home.
6. The "Tee" shall be placed behind home plate, close enough to home plate as to not hinder runners coming in to score.

RULES AND REGULATIONS

1. The home team shall supply the game ball and umpire. Visiting team may supply a base umpire.
2. Games will start at 6:30 PM and will be 4 innings in length. Additional innings will be played to break a tie. No inning shall start after 8:00 PM by the umpire's watch. The start of an inning shall be considered when the 3rd out is made in the previous half-inning.
3. Teams with 10 players must play all 10 on defense, four of which must play in the outfield. No infielder can play closer to the batter than 2 steps in front of the base path. Outfielders must play at least 12 feet behind the base path.
4. Each player will play defense at least 3 innings and must play an infield position other than catcher and an outfield position. A player must rotate positions, never to play the same position more than once per game.
Exception: extra inning.
5. The pitcher shall be confined (both feet) within the 6-foot radius around the pitching rubber until the ball is hit. If a violation occurs involving the pitcher in a putout, the batter will advance to 1st base and all runners shall advance one base. The catcher shall remain behind home plate until after the ball is hit.
6. All team members will bat in rotation, whether playing the field or not.
7. The infield fly rule will not be enforced.

8. Any time the batter throws or drags the bat so it comes to rest completely outside the 10 foot radius circle, the batter shall be called out and any runners will return to the bases they were at when play started. This applies even if the ball is hit foul or missed completely.
9. A ball that is hit and remains inside the 10-foot radius circle will be considered a foul ball. A ball that hits outside the circle and rolls back without first being touched by a defensive player is considered a foul ball.
10. A batter is considered out if the catcher catches a foul ball that has been hit at least the height of the batter or if it is a tip on the third strike regardless of the height.
11. A base runner may not lead off and may not leave the base until the ball is hit. If a base runner leaves early he must tag up before he can advance, even if the ball is hit on the ground.
12. A base runner may advance only one base at their own risk on an overthrow at 1st or 2nd base that does not go out of play. Runners may not advance to home unless they are forced by a hit ball, or if a fielder attempts to make a play on the runner at third.
13. No intentional bunting will be allowed. An intentional bunt will be called an out. A player must take a natural swing.
14. Time will be called when the ball has been fielded, thrown inside the confines of the infield. A base runner that has advanced more than one-half of the distance to the next base may continue at his own risk to that base. The lines drawn at the halfway points in the base paths as discussed in the field layout will be used to determine if a runner has advanced half way. Runners not half way must return to the previous base.
15. For innings 1 – 5, the team leading can score a maximum of 5 runs or 3 outs, whichever is first. The team behind can score runs until they go ahead by a maximum of 5 runs or 3 outs, whichever is first. After the 5th inning there is no limitation on runs. If the umpire feels it is too dark to safely continue an inning, the final score will be the score at the end of the last completed inning.
16. Any batter, batter/runner, or runner who intentionally loses his helmet shall be declared out. The ball becomes dead and all runners must go back to the last base held.
17. A coach for the defensive team is allowed on the field during their team's first 5 scheduled games. From the team's 6th scheduled game, the defensive coaches must remain in the dugout area while the ball is in play.

Any changes to these rules must be submitted in writing or verbally at the regular Baseball Board and General Membership meeting and the Rules Meeting in September. Any rule change proposals will be given to the Rules Committee.

Any changes to these rules require a majority vote of the Rules Committee.

The Rules Committee shall consist of as many members as the Baseball Board thinks necessary.

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Ratification will be at the regular Baseball Board meeting in October.

COTTAGE GROVE BASEBALL

RULES AND REGULATIONS

PITCHBALL

FIELD LAYOUT

1. Distance between the bases shall be 55 feet.
2. A circle with a radius of 12 feet shall be drawn around home plate with the center at the back of home plate.
3. A circle with a radius of 8 feet shall be drawn around the pitching mound, the center of which shall be 40 feet from the back of home plate.
4. A line shall be drawn in each base path at the halfway point (27' 6") between 1st and 2nd, 2nd and 3rd, and 3rd and home.
5. A line shall be drawn in a direct line between home plate and 2nd base at a distance of 15 feet from the back of home plate.

RULES AND REGULATIONS

1. The home team shall supply the game ball and umpire. Visiting team may supply a base umpire.
2. The head coaches of both teams are responsible to call the score in to the Pitchball Commissioner within 24 hours of the completion of the game. The game will be recorded as a loss for both teams if the score is not reported timely.
3. Games will start at 6:30 PM and will be six innings in length. Additional innings will be played to break a tie. No inning shall start after 8:30 PM by the umpire's watch. The start of an inning shall be considered when the 3rd out is made in the previous half-inning.
4. Teams with 10 players must play all 10 on defense, four of which must play in the outfield. No infielder can play closer to the batter than 2 steps in front of the base path. Outfielders must play at least 12 feet behind the base path.
5. Each player will play defense at least 3 innings and must play an infield position other than catcher and an outfield position. A player must rotate positions, never to play the same position more than once per game. Exception: extra inning.
6. The pitcher shall be confined (both feet) within the 8-foot radius around the pitching rubber until the ball is hit. If a violation occurs involving the pitcher in a putout, the batter will advance to 1st base and all runners shall advance one base. The adult pitcher must wait for fielders to be ready before pitching.
7. The catcher shall remain behind home plate until after the ball is hit.
8. All team members will bat in rotation, whether playing the field or not.
9. The infield fly rule will not be enforced.

10. The adult pitcher is to stay in a line between home plate and 2nd base, behind the pitching machine. If the adult pitcher interferes with a fielder making a play on a batted ball, the batter is out and the base runners cannot advance.
11. The coach will pitch a maximum of 5 pitches to a batter on his own team. When a batter does not hit a ball fair in the 5 pitches he is out. A batter can strike out on fewer than 5 pitches. It is considered no pitch if a batted ball hits the pitching machine and/or adult pitcher. No runners may advance and the pitch count will remain the same as before the pitch.
12. Batters must stand in an area designated as the batter's box. Should the batter step out of the batter's box attempting to hit the ball, it shall be considered a strike.
13. Any time the batter throws or drags the bat so it comes to rest completely outside the 12 foot radius circle, the batter shall be called out and any runners will return to the bases they were at when play started. This applies even if the ball is hit foul or missed completely.
14. A ball that is hit and remains inside the 12-foot radius circle will be considered a foul ball. A ball that hits outside the circle and rolls back without first being touched by a defensive player is considered a foul ball.
15. A batter is considered out if the catcher catches a foul ball that has been hit at least the height of the batter or if it is a tip on the third strike regardless of the height.
16. A base runner may not lead off and may not leave the base until the ball is hit. If a base runner leaves early he must tag up before he can advance, even if the ball is hit on the ground.
17. A base runner may advance only one base at his own risk on an overthrow at 1st or 2nd base that does not go out of play. Runners may not advance to home unless they are forced by a hit ball, or if a fielder attempts to make a play on the runner at third.
18. No intentional bunting will be allowed. An intentional bunt will be called an out. A player must take a natural swing.
19. Time will be called when the ball is in the possession of an infielder within the confines of the natural baselines. The umpire shall call time if the adult pitcher catches the ball. A base runner that has advanced more than one-half of the distance to the next base may continue at his own risk to that base. The lines drawn at the halfway points in the base paths as discussed in the field layout will be used to determine if a runner has advanced half way. Runners not half way must return to the previous base unless they are forced to the next base by the batter-runner who will occupy first base.
20. For innings 1 – 5, the team leading can score a maximum of 5 runs or 3 outs, whichever is first. The team behind can score runs until they go ahead by a maximum of 5 runs or 3 outs, whichever is first. After the 5th inning there is no limitation on runs. If the umpire feels it is too dark to safely continue an inning, the final score will be the score at the end of the last completed inning.
21. Any batter, batter/runner, or runner who intentionally loses his helmet shall be declared out. The ball becomes dead and all runners must go back to the last base held.

22. A coach for the defensive team is allowed on the field during their team's first 5 scheduled games. From the team's 6th scheduled game, the defensive coaches must remain in the dugout area while the ball is in play.

To speed up the game, please have a pinch runner for your catcher when there are two outs. The player who was run for must catch the next half-inning. The pinch runner shall be the last out.

Games will start at 6:30 PM. A forfeit will be declared if a legal team cannot be fielded by 6:45 PM. A later starting time will be allowed only by a mutual consent of both teams and the umpire.

Abusive behavior on the part of players, coaches, parents or fans may result in eviction from the park with no previous warning.

Any changes to these rules must be submitted in writing or verbally at the regular Baseball Board and General Membership meeting and the Rules Meeting in September. Any rule change proposals will be given to the Rules Committee.

Any changes to these rules require a majority vote of the Rules Committee.

The Rules Committee shall consist of as many members as the Baseball Board thinks necessary. There will be an odd number not less than 5, but no more than 11 eligible Baseball Division members on the Committee to insure a majority vote on all rule proposals.

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COTTAGE GROVE BASEBALL

RULES AND REGULATIONS

PEEWEE

FIELD LAYOUT

1. The pitching rubber shall be 42 feet from home plate.
2. Bases will be set at 60 feet.

RULES AND REGULATIONS

1. A team must bat all players present round robin.
2. Runners must stay on the base until the ball crosses home plate and must return to the base when the catcher returns the ball to the pitcher. No delayed stealing is allowed.
3. A base runner may advance only one base at their own risk on an overthrow at 1st or 2nd base that does not go out of play. Runners may not advance to home unless they are forced by a hit ball, loaded base walk or loaded base where batter is hit by pitcher. If a ball is hit into play a runner may score on an overthrow until the play has come to a complete stop and the next batter is up.
4. Stealing of all bases is allowed except as stated in #3.
5. Bunting will be allowed in this league.
6. A pitcher can pitch a maximum of 3 innings in any game and a maximum of 6 innings in a calendar week. One pitch thrown constitutes an inning pitched.
7. Any pitcher who has been relieved may NOT return to pitch in the same game; one pitch thrown constitutes an inning pitched.
8. Games will be 6 innings. Additional innings will be played to break a tie. No inning shall start after 8:30 PM by the umpire's watch.
9. For innings 1-5 of any game, the team leading can score a maximum of 8 runs per inning or until 3 outs are made, whichever is first. The team that is behind can score runs until they are a maximum of 8 runs ahead or 3 outs are made, whichever comes first. There is no run limitation after the 5th inning.
10. The infield fly rule will not be enforced.
11. On a dropped third strike the batter is out and the base runners may advance at their own risk.
12. A pitcher must be replaced if he hits 3 batters in a game.
13. Sliding is mandatory to avoid collisions. A base runner will be called out if he fails to slide on a close play at 2nd base, 3rd base or home.

14. The maximum diameter of the barrel of a bat used in this league will be 2-1/4 inches. A player will be called out if he uses an illegal bat during an at-bat.
15. To speed up the game, please have a pinch runner for your catcher when there are two outs. The player who was run for must catch the next half-inning. The pinch runner shall be the last out.
16. Games will start at 6:30 PM. A forfeit will be declared if a legal team cannot be fielded by 6:45 PM. A later starting time will be allowed only by a mutual consent of both teams and the umpire.
17. Abusive behavior on the part of players, coaches or fans may result in eviction from the park with no previous warning.
18. Braking (i.e. curve, slider, fork, etc.) balls will NOT be allowed in the Pee Wee or Minors divisions. 1st offense - Dead ball. 2nd offense - Dead ball and pitch is called a ball.

Any changes to these rules must be submitted in writing or verbally at the regular Baseball Board and General Membership meeting and the Rules Meeting in September. Any rule change proposals will be given to the Rules Committee.

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COTTAGE GROVE BASEBALL

RULES AND REGULATIONS

MINORS

FIELD LAYOUT

1. The pitching rubber shall be 46 feet.
2. Bases will be 65 feet.

RULES AND REGULATIONS

3. A player who has been removed from the game for a substitute may re-enter the game at any time (free substitution).
4. All pitchers can pitch a maximum of 3 innings per game and a maximum of 6 innings in a calendar week. There is no limitation on the number of 12 year old pitchers you may use.
5. Any pitcher who has been relieved may return to pitch in the same game, one pitch thrown constitutes an inning pitched.
6. A pitcher must be removed upon the second visit by the coach during a game. He is still eligible to play another position in the field during the game.
7. A pitcher must be replaced if he hits 3 batters in a game
8. A team must bat all players round robin.
9. If a game is tied after six innings it is the decision of the umpire as to when the game ends after 8:30 PM. This decision will depend on light conditions during summer games.
10. A fifteen run rule will be in effect after 4 innings, or 3-1/2 innings if the home team is ahead.
11. The infield fly rule will not be enforced.
12. Balks will not be enforced.
13. A player may leave a base when the pitcher releases the baseball.
14. Stealing of all bases is allowed.
15. Sliding is mandatory to avoid collisions. A base runner will be called out if he fails to slide on a close play at 2nd base, 3rd base or home.

16. The maximum diameter of the barrel of a bat used in this league will be 2-1/4 inches. A player will be called out if he uses an illegal bat during an at-bat.
17. On a dropped third strike the batter is out and the base runners may advance at their own risk.
18. Home team must supply one new game ball and one back up ball in good condition prior to the game.
19. To speed up the game, please have a pinch runner for your catcher when there are two outs. The player who was run for must catch the next half-inning. The pinch runner shall be the last out.
20. Games will start at 6:30 PM. A forfeit will be declared if a legal team cannot be fielded by 6:45 PM. A later starting time will be allowed only by a mutual consent of both teams and the umpire.
21. Abusive behavior on the part of players, coaches or fans may result in eviction from the park with no previous warning.
22. Braking (i.e. curve, slider, fork, etc.) balls will NOT be allowed in the Pee Wee or Minors divisions. 1st offense - Dead ball. 2nd offense - Dead ball and pitch is called a ball.

Any changes to these rules must be submitted in writing or verbally at the regular Baseball Board and General Membership meeting and the Rules Meeting in September. Any rule change proposals will be given to the Rules Committee.

Any changes to these rules require a majority vote of the Rules Committee.

The Rules Committee shall consist of as many members as the Baseball Board thinks necessary. There will be an odd number not less than 5, but no more than 11 eligible Baseball Division members on the Committee to insure a majority vote on all rule proposals.

Ratification will be at the regular Baseball Board meeting in October.