Chesapeake Baseball Association (CBA)

2025 Spring Travel Baseball

League Rules of Play:

As of December 2nd, 2024

These rules supersede any previous submission

All games will be played under the **National Federation of State High Schools** and as amended in the following changes listed below:

Specific Rules:

8U Coach Pitch

1. Sixty (60) feet base paths.
2. Forty (40) feet mound distance.
3. Six (6) inning games. Three and one-half (3 ½) innings equals a completed game if home team is ahead. Four (4) innings if the visiting team is ahead. If the minimum innings are not played, the game will be replayed in its entirety.
4. Mercy Rule: Twelve (12) run lead at Three and one-half (3 ½) inning (home team) or four (4) innings (visiting team) and ten (10) run lead after four and one-half (4 ½) innings (home team) or five (5) innings (visiting team) is a completed game.
5. Maximum of five (5) runs per inning, except 6th inning and extra innings which are unlimited.
6. Time Limits: No new inning after 2 hours.
7. No in-field fly rule.
8. No dropped third strike rule, ball is alive for all base runners.
9. Base runners shall not leave/lead off base until the ball has crossed home plate. Leaving early will result in the runner being called out.
10. Stealing is not allowed.
11. 4 outfielders will be used/no short fielders allowed. 10 players in the field, 4 players in the outfield grass.

9U/10U

1. Sixty (60) feet base paths.
2. Forty-Six (46) feet mound distance.
3. Six (6) inning games. Three and one-half (3 ½) innings equals a completed game if home team is ahead. Four (4) innings if the visiting team is ahead.
4. Mercy Rule: Twelve (12) run lead at Three and one-half (3 ½) inning (home team) or four (4) innings (visiting team) and ten (10) run lead after four and one-half (4 ½) innings (home team) or five (5) innings (visiting team) is a completed game.
5. Maximum of six (6) runs per inning, except 6th inning and extra innings which are unlimited.
6. Time Limits: No new inning after 2 hours.
7. No in-field fly rule.
8. No dropped third strike rule, ball is alive for all base runners.

9. When the pitcher is in contact with the mound and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and reached the batter. No runners shall advance until the ball reaches the batter. Base runners shall not leave/lead off base until the ball has crossed home plate. Leaving early will result in the runner being called out. No warnings.
10. Stealing of home is allowed.

11U/12U

1. Seventy (70) feet base paths.
2. Fifty (50) feet mound distance.
3. Six (6) inning games. Three and one-half (3 ½) innings equals a completed game if home team is ahead. Four (4) innings if the visiting team is ahead.
4. Mercy Rule: Twelve (12) run lead at Three and one-half (3 ½) inning (home team) or four (4) innings (visiting team) and ten (10) run lead after four and one-half (4 ½) innings (home team) or five (5) innings (visiting team) is a completed game.
5. **(Open)** Maximum of six (6) runs per inning, except 6th inning and extra innings which are unlimited. **(Elite)** No running limit per inning.
6. Time Limits: No new inning after 2 hours.
7. In-field fly rule is in effect.
8. Dropped third strike rule is in effect – ball is alive for all base runners.

13U/14U

1. Regulation baseball diamond.
2. Seven (7) inning games. Four and one-half (4 ½) innings equals a completed game if home team is ahead. Five (5) innings if the visiting team is ahead.
3. Mercy Rule: Twelve (12) run lead at Four and one-half (4 ½) inning (home team) or five (5) innings (visiting team) and ten (10) run lead after five and one-half (5 ½) innings (home team) or six (6) innings (visiting team) is a completed game.
4. **(Open)** Maximum of six (6) runs per inning, except 7th inning and extra innings which are unlimited. **(Elite)** No running limit per inning.
5. Time Limits: No new inning after 2 hours.

16U JV HS

1. Regulation baseball diamond.
2. Seven (7) inning games. Four and one-half (4 ½) innings equals a completed game if home team is ahead. Five (5) innings if the visiting team is ahead.
3. Mercy Rule: Twelve (12) run lead at Four and one-half (4 ½) inning (home team) or five (5) innings (visiting team) and ten (10) run lead after five and one-half (5 ½) innings (home team) or six (6) innings (visiting team) is a completed game.
4. No run limit per inning.
5. Time Limits: No new inning after 2 hours.

Rosters:

CBA rosters must be emailed to your age coordinator and chesapeakebaseballassociation@gmail.com prior to the start of league play and will lock on the following dates.

- 8U – 14U: May 10th
- JV HS: July 1st

Once these dates pass no new players can be added for any reason. If a non-rostered player participates in a CBA league or tournament game the game is to be forfeited by the teams containing the illegal player and the coach is to be suspended for 1 game. Information shall include players full name, uniform number, and date of birth. Birth certificates are not required to be submitted but must be presented in paper form if requested by the opposing manager or CBA representative on site.

Players can only be rostered on one team per age group.

All players must be league age or younger on April 30th of the current league year.

Uniforms:

All players will be required to wear matching uniforms. All players must have a unique number displayed clearly on the back side of the jersey. Uniforms will consist of no less than a hat and jersey with all players on the team matching.

Batting Order:

1. **8U**: All teams must bat entire roster and will receive free defensive substitutions. Because all teams must bat their line up every game. If a player is hurt or must be taken out of the game for any reason the batter is skipped without penalty, but the player is no longer eligible to play in the rest of game offensively or defensively.
2. **9U and Above**: Teams may bat nine (9), their entire roster or anything in between. One that number is determined; it must remain the same throughout the game. Each team must declare their option when exchanging lineups with the other team at the pre-game home plate conference with the umpire(s). A substitute is defined as any player not placed in the original batting lineup to begin the game. As soon as a substitute bats or runs for another player (except courtesy runners), the substitute and the original starter are locked into that batting lineup slot and either one may bat or run at anytime (In that lineup position only).
3. Teams shall provide their players' last name, first name and uniform number and all available substitutes on the batting order (lineup card) 15 minutes prior to the game beginning. All changes to the lineup shall be reported to the home plate umpire and the opposing team prior to change.

Defensive Substitutions:

Teams may substitute for defensive positions (except pitcher-pitcher is subject to the CBA pitching restrictions) as many times as they wish if the batting order remains the same. A player does not have to bat to play the field.

Injuries/Substitutions:

If a player is injured and no substitute is available, that spot in the lineup will be skipped with no penalty. If an injury occurs during an at-bat and the player can't continue the at-bat, the next batter in the lineup will take over that at-bat and assume the count. If an injury occurs while on the base oaths and there is no substitute available, the player that made the last recorded out will take the place of the injured player on the bases. If a player is unable to bat or run the player is no longer eligible to play the rest of the game offensively or defensively.

**If a player will be late to the game, there are two options to utilize the player in the game.

1. The player can be placed in the starting lineup, but if he is unavailable for any of his at-bats, an out will be recorded each time he is due up. Whenever the player arrives and is available, he can assume his spot in the lineup.
2. The player can be listed as a substitute, and whenever he arrives or ir available, he can enter the lineup according to the substitution rules.

Start Times:

Games shall be started in accordance with the scheduled game time. A ten (10) minute grace period from the scheduled game time is allowed for late arriving players. As soon as nine (9) players ae present, the game shall start. After the ten (10) minute grace period, the game shall be forfeited. Grace period applies only to the first game of the day. The team that forfeits is responsible for paying ALL umpire fees for the game. Failure to pay for the umpire may result in removal from the league.

Pitching Restrictions:

Kid Pitch
1. If a pitcher is removed after a pitch and goes to another defensive position, they may not return as a pitcher in that game.
2. One a pitcher throws a warmup pitch they must face at least one batter. If a pitcher is injured during their warmup pitches, another player may come into pitch. The previous pitcher of record will not be allowed to reenter the game as a pitcher after a warmup pitch has been thrown.
3. After three charged conferences in a game, or for a charged conference more than one in each extra inning, the pitcher shall be removed as pitcher for the duration of the game. **Note** A conference is not charged if a pitching change is made.

Coach Pitch
1. Coach shall throw to the batter from the pitching mound (40 feet).
2. The coach must throw overhand from a kneel or while standing.
3. The batter will be allowed up to six (6) pitches to hit the ball or 3 strikes. A foul ball on the sixth pitch will allow for another pitch.
4. The child that plays the defensive position of pitcher shall be within three (3) feet of the pitching mound to the side or behind but not in front of the mound until the ball is struck by the batter.

Balks:

8U/9U/10U No balks are called in this division.

11U/12U One warning for each pitcher per game. Immediate dead ball.

13U/14U/HS No Warnings. Immediate dead ball.

Slash Bunt:

The slash bunt is illegal, and the player will be called out if this play is attempted. A slash bunt is defined as a player showing a bunt at any time during the pitch and then swinging at the same pitch.

Bat Restrictions:

8U – 13U Age Groups – All bats must have either a BPF 1.15 USABat or BBCOR designation displayed on the bat. No other weight or size restrictions for these age groups.

14U/HS Age Groups – All bats being used in a 14U, or HS age group game must be a BBCOR -3 bat regardless of the age of the player.

Courtesy Runner:

Optional anytime for pitcher or catcher. The runners must be different runners for pitcher and catchers in the same inning. The runner should be last batted out or someone not in the game.

Baseballs:

Must state "Official Baseball" or "NFHS" on game balls. Game balls must have a leather covering. Teams are responsible for one new ball and one backup ball per game.

Footwear:

8U – 12U Age Groups – No metal spikes

13U – HS Age Groups – No restrictions

Home Plate Collisions:

If the baserunner deviates from their direct path to initiate contact with the catcher or anyone else covering home plate and collides with the catcher in a case where a slide could have been used that player is to be ejected from the game. ****This is a discretionary call made by the umpire****

Catchers:

Helmets mut conform to the NFHS regulations. A two-piece helmet and mask is not allowed. All catchers must wear a protective cup. If a game is canceled due to a team not having proper equipment, it will be a forfeit and the team responsible must pay all umpire fees.

Pre-Game Warm Up:

The home team must have the field properly prepared; their warm-ups completed and be off the field at least 15 minutes prior to the scheduled game time. The visiting team will have use of the field until 5 minutes before game time. In the case of multiple games, the umpire in chief will determine warm-up times, if any, between games.

Ejections:

Coach Ejected from a game: automatic one (1) game suspension for first ejection and five (5) game suspension for a second ejection. This is **not appealable.**

Player Ejected from a game: automatic one (1) game suspension. This is **not appealable**.

Additional Ejections - Penalties for second offenses are at the discretion of the CBA Commissioner

All Persons - Any person who demonstrates / implies in any manner or form physical or other types of threatening behavior towards and/or at any umpire, league official, coach, player, etc. may be suspended and restricted from all properties, games, events, activities, etc. the remainder of season.

If a player or coach is ejected from a CBA tournament game the suspension is for the remainder of the tournament.

Locations/Dugouts:

The team who cares for the field will have the right to choose its dugout on its field. If both teams are using another organization's field, then the home team or the first home team in a doubleheader shall have its pick of dugout.

On-deck Circle:

Depending upon field layouts and conditions, teams may utilize the opposing team's on-deck circle for opposite handed batters. On-deck batter must wear a helmet.

Reporting Scores/Standings:

Standings will be determined by the winning percentage. Standings will be posted on CBA web site. It is required that the winning team updates the website through their CBA team page. As a last resort managers may email scores to appropriate age group commissioner with subject "CBA score." The team must update scores within 24 hours of completion of the game(s).

Game Cancellation:

The home team must call the umpire and opposing team at least 2 hours before the game to cancel because of field conditions or weather. All games rescheduled prior to the day of game will be rescheduled through the league representative after agreement by each coach. Coaches will be responsible for notifying age group coordinators for rescheduled games. The age group coordinator will notify umpire coordinator after receiving confirmation from both teams. Teams that do not show up for a game will be responsible for paying umpires for both teams' fees. All rescheduled games must be 5 days out for umpires.

Game Make-Up:

Given field and umpire restrictions, make-up is not mandatory. However, any make-up must be rescheduled within two (2) weeks with the League being notified. Friday night tends to be the best night for umpire availability. Please give umpires 5 days' notice for rescheduling all make up games.

Game Changes:

Once the season schedule has been finalized teams should not change games/fields or times. If a game/field or time must be changed the age coordinator must be notified 7 days in advance. Each team was given ample time to fill out a scheduling request sheet at the beginning of the season.

Regular Season Standings:

Standings will be determined using the criteria stated below. Game out of your division will not count towards standings (i.e. Elite vs. Open, 11U vs. 12U, etc.)

1. Win Percentage
2. Wins
3. Head-to-Head

CBA Tournament Qualifications:

All teams must be scheduled for a minimum of 8 games played during the regular season. Teams must play a minimum of 8 games to be eligible for the tournament. Any teams in danger of not meeting these requirements must submit a waiver request by June 1 to their age group coordinator detailing extenuating circumstances and their attempts to resolve the issues that prevented them from meeting the requirements. Waivers will be reviewed, and final determinations will be made by CBA Board of Directors.

CBA Tournament Format:

The CBA Spring End of Year tournament seedings will be based off a blind draw. Each team will play two games on Saturday that are scheduled via a blind draw. After Saturday's results we will rank all teams via wins and losses while using the following for tie breakers 1. Runs Allowed, 2. Least Number of Runs Allowed in a single game, 3. Highest Run Differential, 4. Coin Toss. Sunday's format will be a single elimination

Umpire Fees:

Fees for umpiring may vary somewhat by age group, location & number of umpires used in a game. The differences will be negligible with the main goal being that we make sure our umpires are taken care of appropriately.

Rule	8U	9U/10U	11U/12U	13U	14U	High School
Base Distance	60'	60'	70'	90'	90'	90'
Pitching Distance	40'	46'	50'	60'6"	60'6"	60'6"
Game Length	6 innings	6 innings	6 innings	7 innings	7 innings	7 innings
Complete Game	4 innings	4 innings	4 innings	5 innings	5 innings	5 innings
Leads	* crosses plate	*crosses plate	yes	yes	yes	yes
Stealing (including home)	no	*crosses plate	yes	yes	yes	yes
Run on dropped 3rd strike	no	no	yes	yes	yes	yes
Runs Per Inning	5 runs per inning – 6th & Extra are unlimited	**9U/10U Open** – 6 runs per inning; 6th & extra are unlimited. **10U Elite** – No maximum	**11U/12U Open** – 6 runs per inning; 6th & extra are unlimited. **11U/12U Elite** – No maximum	**13U/14U Open** – 6 runs per inning; 7th & extra are unlimited. **13U/14U/ Elite & HS** – No maximum		
Mercy Rule	12 runs after 4 innings or 10 runs after 5 innings			12 runs after 5 innings or 10 runs after 6 innings		
Balks	no	no	yes – 1 warning per pitcher	yes – immediate dead ball		
Bats	All bats must have either the BPF 1.15, USABat or BBCOR designation displayed on the bat.				BBCOR -3	
Cleats	No Metal Cleats			No Restrictions		
Bunting	no	yes	yes	yes	yes	yes
IF Fly Rule	no	no	yes	yes	yes	yes
Line-up	See Batting Order (Line-Up) Section					
Defensive Substitutions	Free defensive substitutions (except pitcher-pitcher is subject to CBA pitching restrictions)					
Courtesy Runners	Optional anytime for pitcher or catcher. Must be different runners for the pitcher and catchers in same inning. Should be last batted out or someone not in the game.					
On-deck batters	May utilize opposing on-deck circle for opposite handed batters with helmet on					
Mound visits	3 per game					
Intentional Walks	Catcher or coach request umpire before 1st pitch or on any ball and strike count					
Time Limits	No new inning after 2 hours					