

## COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) 2021 Rules of play -updated 3.2.21

All COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) tournaments will follow the Official Rules of Professional Baseball (as published by the National Baseball Congress) and the following rules of play:

## Team Eligibility Requirements:

### 2.1 Team Composition

- Teams entered in any COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) tournament shall have a roster composed of a minimum of 8 players and a maximum of 24 players.


### 2.2 Rosters

- Team manager or Coach will be solely responsible for completing the COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) online roster. Roster must include all players, coaches and assistant coaches (a minimum of 3 adults must be registered), bat kids etc. ANYONE IN THE DUGOUT OR ON THE FIELD. Failure to register a coach, assistant coach or bat kid may result in a forfeit.
- If the opposing team finds a player in a game that does not appear on the team's online roster and it is brought to the attention of the home plate umpire by the head coach, with no revised roster submitted using the procedures outlined below, the player must immediately be removed from the game and an out will be charged unless an eligible substitute is available. If the player is not immediately removed from the game, a forfeit will be declared.
- All players, coaches and spectators are required to follow all guidance set by the state, city and county. Failure to do so may result in a forfeit with no refund. Restrictions may vary based upon field locations, city, county and field providers discretion.
- A player may appear on one or more COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) rosters during the tournament season (year) Refer to 2.6 Player Eligibility. A Player may not play on one or more rosters during the same event.
- Roster adds and parent/guardian acceptance must be completed at least $\mathbf{1 4}$ days prior to scheduled start of the tournament due to contact tracing requirements. A roster add will not be considered in effect until both have been completed. Rosters will be locked after the first 2021 COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) event your team participates in. To make any changes to the locked roster after it becomes official you must email your request to info@cabacolorado.com 72 hours prior to start of play. Include team name, age, division and manager of account. Proof of insurance coverage must be submitted for added player unless covered by current policy.
- If a player is discovered during the event not on the online roster, the player and head coach will be removed for the remainder of the event.
- COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) State Directors reserve the right to review individual situations and make final decisions on roster rules. COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) State Directors also reserve the right to review player transfers and issue decisions on roster moves.


### 2.3 Proof of age/Grade

- During all COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) tournaments proof of age/grade must be available onsite and immediately available throughout the entire tournament. The player must appear on the online roster and an acceptable form of proof (see below). Any ineligible player MAY cause the team to be disqualified or put in as last seed. Each case will be looked at by the COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) State Directors to determine if the player is ineligible. Head Coach/Team Manager as listed on the online roster may inquire with COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) if an ineligible player is in question. Failure to produce proof of age documentation upon request of the tournament directors will result in the player being declared ineligible for participation

Acceptable forms of proof of age/grade are:

- A certified copy of a U.S. birth certificate
- Certified documentation of naturalization
- Military Certificate of birth or passport.
- Current school issued report card
- Official school ID with grade


### 2.4 Annual team registration

- A Coach/Manager may register their team with COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) at the appropriate level of play at the beginning of the season. Teams may request to re-sanction by submitting the resanction form on the COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) website. Final determination of level is at the discretion of the COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) Directors
- Upon completion of each tournament COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) State Directors will review ALL teams' rankings and tournament performance and at that time may require teams to move in their level of play. Final determination of level is at the discretion of the COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) State Directors. This process may take up to 21 days.


### 2.5 Age Divisions

- COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) offers competition in individual age levels 8-18. In the 8-14 year old age groups, the player's age and grade will be the guidelines for a player's eligibility. Birth Certificates or acceptable forms of proof of age as outlined in section 2.3 are required for all players, at all times. If a player is participating using the grade exception, they will also be required to have a current report card or school I.D. on site at all games. Dropped the 2 year thing here
- April $30^{\text {th }}$ of the current year is the birthday cut off used in all COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) age divisions. NOTE: A player's age on April $30^{\text {th }}$ of the year of participation shall be the player's age for that season.

| AGE <br> DIVISION | PLAYER <br> AGE <br> ON APRIL 30 | PLAYER <br> GRADE <br> BASED <br> AGE |
| :---: | :---: | :---: |
| $8 U$ | 8 | $9 / 2 \mathrm{nd}$ |
| $9 U$ | 9 | $10 / 3 \mathrm{rd}$ |
| 10 U | 10 | $11 / 4 \mathrm{th}$ |
| 11 U | 11 | $12 / 5 \mathrm{th}$ |
| 12 U | 12 | $13 / 6 \mathrm{th}$ |
| 13 U | 13 | $14 / 7 \mathrm{th}$ |
| 14 U | 14 | $15 / 8 \mathrm{th}$ |

### 2.6 Player Eligibility

- Players may not play on one or more roster in the same weekend in a COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) event. Any ineligible player (A player found to be playing on multiple teams/rosters during a COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) event) An ineligible player, as defined above, MAY cause the team(s) to be disqualified or put in as last seed. The player, parents and managers could face suspension at the discretion of the COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) State Directors.
- No roster changes may be made less than 48 hours prior to the start of the tournament (See 2.2) unless approved by the COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) State Directors.


### 2.7 Proof of Insurance

- All teams participating in any COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) Sanctioned event must upload to COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) proof of General Liability and Participant Accident Coverage. Coverage may either be through COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) or a similar policy that will cover the team for COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) events. It is required that all insurance name COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) additionally insured and be at a minimum of 1 million dollars of coverage.


### 2.8 Concussion Certification

- Certification certificates must be signed off online 48 hours in prior to the start of the event. When signing up and paying to participate in a COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) sanctioned event, you certify that you and all coaches on the field have completed a qualified concussion training course. Qualified courses would be Chase, Heads up, ASA, NFS, or comparable courses. All training must be updated annually and certificates provided upon request. By signing off, you are attesting that your coaches have concussion certification as outlined by Senate Bill 40 - The Jake Snakenberg Youth Concussion Act.


### 2.9 State Tournament

- COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) state tournament bids will be earned by:
- You MUST have registered, paid and played in at least 2 COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) events within the season (season is defined as: any event prior to state excluding the Jim DiIorio Memoria. Post state events do not qualify). We will accept a tournament cancellation due to weather as a played event
- (CABA) State Directors reserve the right to offer at large berths

State registration will open after the first event. Your team will have 24 hours after the first COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) event to register to guarantee a spot with the exception of "Thin Air Classic" You must be registered prior to the Komen and your registration will be confirmed concluding the event if not previously qualified. COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) will notify teams 30 days prior to State if your team does not meet qualification parameters. An at large berth may be given upon review by the State Directors.

- Pool Play/Tie breaker criteria State Tournament:
(1) Win/loss record
(2) Head to head. (Only when 2 teams are tied) if there are more than two teams tied we will move to \#3 Head to Head
(3) Average Runs Allowed (vs all teams played not just tied teams).
(4) Average Run Differential (against all teams not just tied teams) (maximum $+/-7$ runs per game).
(5) Strength of Schedule
(6) Common Opponents
(7) Coin Flip (system generated)


### 3.1 Playing field and equipment.

- 3.01 A The playing field dimensions for all COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) events shall be as follows:

| AGE <br> DIVISION | PITCHING <br> DISTANCE | BASE <br> LENGTHS |
| :---: | :---: | :---: |
| $8 U$ | $40^{\prime}$ | $60^{\prime}$ |
| $9 U$ | $43^{\prime}$ | $65^{\prime}$ |
| $10 U$ | $46^{\prime}$ | $65^{\prime}$ |
| $11 U$ | $50^{\prime}$ | $70^{\prime}$ |
| $12 U$ | $50^{\prime}$ | $70^{\prime}$ |
| $13 U$ | $54^{\prime}$ | $80^{\prime}$ |
| 14 U | $60^{\prime}$ | $90^{\prime}$ |

- 3.01 B Metal Spikes

Age's 8U-12U Metal spikes are prohibited

Age's 13U-18U Metal spikes are allowed unless noted on portable mound or turf fields. If a player is found to be in violation they must change their footwear upon notification or be removed from the game if alternate footwear is not available.

- 3.01 C All players are to be fully uniformed in baseball pants, socks, baseball caps, shoes and jerseys. Jerseys are not required to match.
- The catcher shall wear appropriate protective gear including a catcher's helmet which fully covers their ears, with face mask and a throat guard, chest protector, shin guards and protective cup.
- Offensive players and base coaches under the age of 18 must wear a double ear flap batting helmet at any time when outside of the dugout.
- No visible jewelry of any kind will be allowed.(Exception: Medical Alert ALWAYS allowed)
- 3.01 D Bat Restrictions

|  |  |  |  |
| :---: | :---: | :---: | :---: |
| $8 U$ |  |  | BBCOR |
| $9 U$ | YES | YES |  |
| $10 U$ | YES | YES | YES |
| $11 U$ | YES | YES | YES |
| $12 U$ | YES | YES | YES |
| $13 U$ | YES | YES | YES |
| $14 U$ | NO | YES | YES |

- ALL 8-13U MUST HAVE A BAT STAMPED WITH ONE OF THE ABOVE APPROVED BAT STAMPS
- ALL $14 U$ MUST HAVE A BAT STAMPED WITH THE BBCOR or USSSA CERTIFIED STAMP ( -5 ONLY ALLOWED) All 14u players must use a maximum drop $5(-5)$ bat with the 1.15 BPF Mark Permanently stamped
- (NOTE: A 13YR OLD TEAM PLAYING UP TO 14'SMUST FOLLOW THE 14 U BAT RULES)
- WOOD BATS ALLOWED AT ALL AGES
- Any bat declared unsafe will be removed immediately from the field of play.
- If a bat is declared non-compliant (as outlined in the chart above) prior to being used in the field of play:
o First Offense- bat is removed and player and coach are warned. If bat is discovered after ball has been put in play, play is nullified and batter is called out.
o Second Offense - the player and head coach will be ejected for the remainder of the game and an additional game played with COLORADO AMATEUR BASEBALL ASSOCIATION (CABA). If bat is discovered after ball has been put in play, play is nullified and batter is called out.
- Withdrawn/Disallowed Bats will be noted on the COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) website.


### 3.2 Game Preliminaries

- 3.02A Home team will be determined by a coin toss for pool games. For ALL bracket games higher seed will have the choice of home team or visiting team.
- Home team will be the official scorebook. Electronic score books will be allowed as long as a printable copy is available at the request of the tournament director.
o Upon completion of the game, both coaches must sign the game cards and verify the score and pitching. Once you sign a game card, you are stating that the information on the card is correct. Any objections to the game cards will require the head coach or team manager, as listed on the online roster, to submit the online scores/pitching inaccuracies with 2 hours of game completion. Refusal to sign the game card will result in forfeiture. COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) State Directors have the final say on any changes once score cards are submitted.
- Pool Play/Tie breaker criteria (Regular Season)
(1) Win/loss record
(2) Head to head. (Only when 2 teams are tied) if there are more than two teams tied we will move to \#3 Head to Head.
(3) Average Runs Allowed (vs all teams played not just tied teams).
(4) Average Run Differential (against all teams not just tied teams) (maximum $+/-7$ runs per game).
(5) Coin Toss -by site director and witness if team or team

Representative has left the facility- Once you move from one tie breaker to the next you do not go back.

## - 3.02B Batting Lineup:

Teams have 3 options and only these 3 options for a lineup:

1. A batting lineup of 9 players with legal substitutes on the bench. A substitution can be made with legal players. Upon substitution, the original player in the batting lineup can re-enter in the original batting spot only. The original substitute taken out of the game is not eligible to play on offense or defense anymore. Players in the batting lineup can play any defensive position at any time. Players not in the batting lineup are NOT allowed to play defense at any time. Prior to any substitutions the plate umpire must be notified. NO DH permitted at any time.
2. A batting lineup of 10 players with legal substitutes on the bench. A substitution can be made with legal players. Upon a substitution, the original player in the batting lineup can re-enter in the original batting spot only. The original substitute taken out of the game is not eligible to play on offense or defense anymore. Players in the batting lineup can play any defensive position at any time. Players not in the batting lineup are not allowed to play defense at any time. The EH can be placed anywhere in the lineup. The EH can play defense at any time. NO DH permitted at ANYTIME.
3. A batting lineup of all players present with no substitutes on the bench. All players can play any defensive position at any time. Any player taken out of the lineup will be counted as an out unless noted as an injured player with a concussion or where blood is present.

- A team's lineup choice must be declared prior to the start of the game and must be used for the entire game.
- At no time is using a DH allowed for 8-14U.
- NO courtesy runners allowed 8-14s. See 3.03e
- Lineup is established at the plate meeting.
- 3.02 b1: If a team uses a lineup with substitutes, starters must return to the original batting slot in the lineup once after being removed. Starters MUST return into the same batting slot which they started the game in. Substitutes may not reenter the game once removed.
- 3.02 b2: If a team uses a lineup batting 9 or10 players there is free defensive substitution with the players in the lineup.
- 3.02 b3: If a team bats their entire lineup all players not playing defensive positions are extra hitters, free defensive substitution is also allowed for all players when batting entire lineup.
- 3.02 b4: A team may play with 8 players; however an out must be taken each time the $9^{\text {th }}$ position comes to bat.
a) If a player leaves the game due to injury or illness he/she may not return to the lineup once his batting position comes to bat. His batting position shall be skipped and an out assessed if no eligible substitutes are available to take his spot. Exceptions: If during a play it is determined by the head coach, or acting head coach, that a possible concussion has occurred, the player shall be removed from the game without penalty. Players removed for possible concussion must have a signed medical release prior to returning to any game for the remainder of the tournament. In addition if a player leaves the game for a Communicable Disease reason, the player who recorded the previous out assumes the runner's position on base and for all remaining at bats the players turn in the batting order shall be omitted for the remainder of the game without penalty.
b) A $9^{\text {th }}$ player and all subsequent players may be added to the bottom of the lineup if the player arrives at any point after the game has begun.


### 3.3 Games

- Game time begins after the coin flip. The plate umpire will be the official time. Failure to field a team within 15 min will result in a forfeit. A forfeit will be recorded as 7-0. A team that forfeits a pool-play game may not be eligible for championship play regardless of record. Per pitch innings allowed will be reduced upon the director's discretion.
- 3.03a: A regulation game shall be 6 innings or 1 hr and 45 minutes for $8 \mathrm{U}-12 \mathrm{U}$ and 7 innings or 1 hr and 45 min for 13 U 14 U . There shall be a 2 hour time limit for championship games. The run rule is in effect for all games.
- 3.03b: Run Rule- $8 \mathrm{U}-14 \mathrm{U} / 15$ runs after 3 innings; 10 runs after 4 innings; 8 after 5 innings.
- 3.03c: In case a game cannot be completed due to weather, light failure or an act of God the game, is considered a completed regulation game if:
- $8 \mathrm{U}-12 \mathrm{U}$ for a 6 inning game 3 innings have been completed, or if the home team has scored more runs in 2 innings or $2 \frac{1}{2}$ innings than the visiting team has scored in 3 innings or if the home team scores 1 or more runs in its $1 / 2$ of the 3 rdinning to tie the score.
- 13U-14U for a 7 inning game 4 innings have been completed, or if the home team has scored more runs in 3 Innings or $3 \frac{1}{2}$ innings than the visiting team has scored in 3 innings or if the home team scores 1 or more runs in its $1 / 2$ of the $3^{\text {rd }}$ inning to tie the score.
- 3.03d: Pool games will end in a time limit OR when the inning limit is reached. Pool play games can end in a tie. Elimination games that are tied at the end of regulation play (time or inning limit) will finish the game using California tie breaker.

California Tie-breaker- Each half inning will start with the one out and the last batter, who recorded an out, of the respective team's previous half-inning, occupying $2^{\text {nd }}$ base. The game will continue until a winner is determined.
(Example: the game ends in a 3-3 tie. The visiting team determines the \#8 batter is due up. The team will put the \#7 batter on second and there will be one out in the inning and both teams will play like this until a winner is decided.

- 3.03e: Courtesy runners will not be allowed. (Exception: if a player/batter is removed from the game due to injury, a courtesy runner can be used and it will be the last recorded out. The injured player/batter is not allowed to return to the lineup unless the player/batter has been removed due to blood present. If there is no eligible substitute, the spot in the lineup will be an out unless blood is present or a player/batter has been removed for a concussion).
- 3.03f: An intentional walk may be issued by informing the home plate umpire. The 4 pitches need not be thrown.
- 3.03g: When a close play is evident, the runner must either attempt to avoid contact (malicious contact intended to dislodge the ball in the catcher's possession which can cause injury) or slide. Failure to do so, could result, depending on the point of contact, will result in the player being ejected and possibly called out.
- 3.03h: Tie Breakers will be determined by Win/Loss record, head to head (only if 2 teams are tied), runs allowed, run differential, and coin flip. The maximum differential will be $+/-7$.
- 3.03i: Mound Trips: Coaches may make one mound trip per pitcher per game, upon the second ( $\left.2^{\text {nd }}\right)$ mound trip the pitcher must be removed from the mound.


### 3.4 Pitching

- 3.04a: A pitcher may NOT return to pitch in a game once removed from a game as the pitcher.
- 3.04b: Innings pitched will be recorded by $1 / 3$ of an inning. 1 out $=1 / 3$ inning pitched, 2 outs $=2 / 3$ of inning pitched, and 3 outs $=1$ full inning pitched. If no outs are recorded the pitcher is not charged with any innings pitched. If a pitcher has $1 / 3$ inning left and a double play is turned the pitcher is not in violation due the continuous play.
- 3.04c: Each pitcher is allowed the following innings pitched. There are no per day restrictions for number of innings pitched. Innings may be used at the coaches' discretion. There are no additional innings awarded a pitcher for 3 day events or championship games.

| Age | Total <br> Innings | $\underline{\text { Age }}$ | Total <br> Innings |
| :---: | :---: | :---: | :---: |
| 8 | 7 | 12 | 8 |
| 9 | 7 | 13 | 8 |
| 10 | 7 | 14 | 8 |
| 11 | 7 |  |  |

- 3.04d: Any violation of the pitching rules may result in but are not limited to:
- Player and/or coach ejection/. Further penalties are at the discretion of the COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) State Directors.
- In case of a pitching violation, tournament director/site director must be advised of the violation from the head coach while the pitcher in violation is on the mound and the game must be stopped and time called.
- If a pitching violation is determined at any time, a forfeit will be imposed.
- 3.04e: Ages $8 \mathrm{U}-10 \mathrm{U} 1$ balk warning per pitcher, per game. For ages $11 \mathrm{U}-18 \mathrm{U}$ there will be no balk warnings.


### 3.5 Code of Conduct:

- 3.05a: All players, coaches, managers, and spectators will conduct themselves in a sportsmanlike manner at all times. Coaches are responsible for the behavior of their parents and their spectators.
- Physical contact with an official, opposing staff or site staff will not be tolerated under ANY circumstances and will result in an immediate ejection for the remainder of the event.
- Abusive language or cursing will not be tolerated under any circumstances and will result in immediate ejection for the remainder of the event.
- Throwing of equipment will result in immediate ejection for the remainder of the event.

All players, coaches and spectators are required to follow all guidance set by the state, city and county. Failure to do so may result in a forfeit with no refund. Restrictions may vary based upon field locations, city, county and field providers discretion.

- 3.05b: At the discretion of the umpire, site director or tournament director, any player, coach, manager or spectator whose conduct is unsportsmanlike or abusive shall at a minimum be given a warning. If warranted the offending party shall be ejected from the game and or additional future games as well as the player associated.

1) Verbal warning
2) Restricted to the dugout
3) Removed from facility for the remainder of the event

- 3.05c: Any non-player (Coaches, Parents, Grandparents etc.) ejected from a game shall immediately remove themselves from the vicinity of the fields and/or stands for the remainder of the game. Ejected persons are required to leave the park or venue. Further penalties are at the discretion of the COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) State Directors.


## 8U Level Only:

- No leadoffs, no stealing home -- a runner *starting a play* at 3rd Base may *only* advance home on a batted ball or when *forced* home by a walk, hit batter, or other force play (bases loaded). For 8 u , note that a walk is considered a "Dead Ball" situation -- the batter may only take 1st Base and any forced runners may only advance one base.
- A runner starting from 1st or 2 nd Base may advance home as a continuation of a play (there is not a mandatory "red light" at 3rd Base for a play in motion). Runner may leave base only after ball crosses plate: 1st Offense = Dead Ball / warning; 2nd Offense = Dead Ball / offending runner is called out, other runners return to previously occupied bases, no ball/strike charged to batter). Batter may not run on dropped 3rd strike ... bunting is allowed. 10 run MAX. per half inning. No balk


## Additional Rules:

Games WILL be played in adverse weather conditions. The tournament format may be changed at the discretion of the COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) State Directors. Format changes may include but are not limited to: Shortening of game times or innings, schedule changes and shortening of brackets. Teams choosing to not participate due to format changes will not be issued a refund. Teams and coaches accept this policy by entering the tournament. All teams must be prepared to play starting at 8am each day of the tournament.

- 9's will play straight baseball at all divisions.
- Infield warm-ups: NO pre-game infield warm ups are allowed
- Dugouts are first come first serve.
- If a team fails to show up for a registered event they will forfeit their entry fee in its entirety and may be suspended from any future COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) events.
- No awards will be given if an event does not complete in its entirety. Entirety is defined as by run or by rule. Please see 3.03a and 3.03b.
- It is the intention of COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) to provide 2 officials for each game. COLORADO AMATEUR BASEBALL ASSOCIATION (CABA) does not however guarantee 2 officials for each game. As such, no refunds or credits will be issued.
- CABA COLORADO is bound by State and Local mandates.
- *RULES SUBJECT TO CHANGE*

