



**2022**

**RULES & GUIDELINES**

**Rules not covered by the CUB League Rules and Guidelines shall be governed by the rules and regulations contained in the Baseball Alberta Official Handbook (of the current year) and by Baseball Canada Rules and Regulations.**

## **FIELD OF PLAY**

The HOME TEAM is responsible for ensuring that the field is safe and playable prior to the start of the game

- In the event of inclement weather, the HOME TEAM should make every effort to communicate to the umpires and the visiting team of a cancellation by 5:00pm

The HOME TEAM shall set up the diamond

- Base lines shall be:
  - 11U.....60 ft.
  - 13U.....70 ft.
- Pitching distance shall be:
  - 11U.....44 ft.
  - 13U.....48 ft.

The use of all tobacco products by all field participants (players, coaches, managers, umpires) is prohibited. Once play begins any offenders caught using tobacco products will be ejected.

The use of metal cleats or spikes is prohibited for all categories below 15U.

## **ROSTER ELIGIBILITY**

11U Eligible players will have birth years of 2011 and 2012 for the 2022 season.

- Overage players are only eligible to play at the 11U level under special circumstances through approval by Baseball Alberta. This will be done on a case by case basis.

13U Eligible players will have birth years of 2010 and 2009 for the 2022 season.

- Overage players are only eligible to play at the 13U level under special circumstances through approval by Baseball Alberta. This will be done on a case by case basis.

All players must be registered with Baseball Alberta in the current playing year. All players must be included on the roster added to TeamSnap at the beginning of the season. Rosters will be approved by Baseball Alberta before the start of the season.

A team shall include up to 18 players. There is a maximum of 3 overage players allowed per team. If a team has 11 or more players on the roster, an overaged player cannot be added to the roster.

## **SUBSTITUTIONS AND LINEUPS**

Unlimited substitution – every player present will be placed on the line-up card in the batting order and will all bat in order; players are allowed to move in/out defensively without restrictions, except if the pitcher leaves the mound to play another defensive position, that pitcher may not return to the mound or catch in the same game.

\*All players who are present for a game and in uniform (unless injured and unable to play or suspended for that game by the league or team) must be listed on the batting order/line-up card – any coach who sits a player to gain a competitive advantage will be subject to discipline by Baseball Alberta.

\*Any player who is injured or has to leave the game will be skipped in the batting line-up with no penalty

\*Participation Rule – A player may not sit more than 2 consecutive defensive innings (one pitch constitutes an inning sat)

A legal team is allowed to play with a minimum of 8 players. There will be no automatic out for the ninth player in the batting order.

## **11U SPECIFIC GAMEPLAY**

All games will have a first pitch time of 6:30pm unless the start time is delayed by inclement weather. No new innings shall start after 8:15pm and the final score will be the score at the time of the last completed inning.

- In the event of a delayed start, no new inning shall start after 1 hour and 45 minutes after the first pitch of the game
- No game shall start after 7:15pm

Games will be a maximum of 6 innings or number of completed innings within the 1 hour and 45 minute game time limit.

A 10 run mercy rule is in effect: A 10 run differential when the losing team has completed their 4<sup>th</sup> offensive inning/at bat.

A team may score a maximum of 6 runs per inning.

In league play there will be no open innings.

The infield fly rule will not be in effect for the 11U level.

Lead offs are not permitted.

No runner can leave their base or attempt to steal the next base before the ball crosses home plate or is put into play. Players may also advance on a passed ball or when an overthrow

occurs as the play is considered live and the ball is still in play. If there is a violation, the runner is returned to their previous base and the ball is dead.

- An overthrow from the catcher to the pitcher is not considered a live ball and advancing to the next base on this overthrow is not permitted. If there is a violation the runner is returned to their previous base and the ball is dead.
- When the pitcher receives the ball and takes their place on the rubber and the catcher is in position, all runners must return to the base they were occupying.

A runner at third base cannot advance home unless the ball is put into play by the batter or the pitcher/catcher attempts to make a defensive play such as a pick off. If there is a violation the runner is returned to their previous base and the ball is dead.

No bunts are allowed. If there is a violation, the ball is dead and a strike is called on the batter.

The batter cannot become a runner on a catcher's miss of a third strike. The third strike, either called or swinging does not have to be caught by the catcher. The batter is automatically retired. However the ball is live and in play for runners that are on base.

**11U – Maximum of two innings per game, 3 innings per day.** Teams are encouraged to use Baseball Alberta pitch count rules. 2 innings max rule takes precedence over pitch count. **Pitchers cannot pitch 3 consecutive days.**

## **13U SPECIFIC GAMEPLAY**

All games will have a first pitch time of 6:30pm unless the start time is delayed by inclement weather. No new innings shall start after 8:15pm and the final score will be the score at the time of the last completed inning.

- In the event of a delayed start, no new inning shall start after 1 hour and 45 minutes after the first pitch of the game
- No game shall start after 7:15pm

Games will be a maximum of 7 innings or number of completed innings within the 1 hour and 45 minute game time limit.

A 10 run mercy rule is in effect: A 10 run differential when the losing team has completed their 4<sup>th</sup> offensive inning/at bat.

A team may score a maximum of 6 runs per inning.

In league play there will be no open innings.

**13U – Maximum of 3 innings per day.** Teams are encouraged to use Baseball Alberta pitch count rules. 3 inning max rule takes precedence over pitch count. **Pitchers cannot pitch 3 consecutive days**

## **REPORTING SCORES/SCHEDULING**

The WINNING TEAM is now required to enter the final score in Team Snap. This must be done within 48 hours after the completion of the game.

- The Category Director may also request that all teams email the scores to the Director as well.
- The Category Director must be notified of any changes to the schedule.

Both the first and last name must be printed on the score sheet. The HOME TEAM must be the official scorekeeper of the game.

Coaches are required to sign both game sheets at the conclusion of the game.

Individual Association's Code of Ethics is to be adhered to. Abuse of umpires, coaches or players will not be tolerated.

## **UMPIRES**

It is the HOME TEAM's responsibility to ensure they provide a certified Baseball Alberta umpire for each home game. If this is not possible the HOME TEAM may contact the visiting team and see if they can supply an umpire for the game and the HOME TEAM will be responsible to pay the umpire prior to the start of the game.

If for some reason an umpire does not show up, under NO CIRCUMSTANCES is a coach or any other non-certified person permitted to umpire a game and be in charge of the play.

- A certified umpire (at least one) must be present at the game for it to be played. In an instance where only one umpire attends the game, a coach may assist with umpiring the bases.
- Volunteers from the stands are NOT PERMITTED to be on the field unless they are a registered member of Baseball Alberta (ie, a coach at a different level/team).
- Please ensure you are familiar with your home association's umpire payment procedures and policies.

## 2022 BASEBALL ALBERTA MEMBERSHIP REGISTRATION FEES

Please ensure you are familiar with your home association's registration fee breakdown for players entering Baseball Alberta leagues. Associations will be responsible for paying these fees.

**Team Registration Fee for CUB League.....\$50.00**

### Community Player Fee

11U (Ages 10-11).....\$27.50

13U (Ages 12-13).....\$27.50

**Community Coaches.....\$25.00**

## Baseball Alberta Pitch Count Guidelines

	11U	13U	15U	18U	Rest Required
<b>LOW</b>	1 – 20	1 – 25	1 – 30	1 – 30	None
<b>MEDIUM LOW</b>	21 – 30	26 – 35	31 – 40	31 – 44	1 Day
<b>MEDIUM</b>	31 – 44	36 – 54	41 – 59	45 – 64	2 Days
<b>MEDIUM HIGH</b>	45 – 54	55 – 64	60 – 74	65 – 79	3 Days
<b>HIGH</b>	55 – 70	65 – 80	75 – 90	80 – 100	4 Days
<b>MAXIMUM</b>	70	80	90	100	-

\*From the 2022 Baseball Albert Handbook

## RULE ADDITIONS FROM THE 2022 CUB LEAGUE MEETING:

**Overage Players** – are now eligible to pitch in CUB League baseball. Overage pitchers will be limited to one inning per game and a team is limited to using only two overage pitchers per game. Overage players must be identified on the lineup card with OA beside their name. Overage pitchers are expected to also follow the Baseball Alberta Pitch Count Guidelines when determining days of rest.

### Addition of Pitch Count and Violation Policies from the Baseball Alberta Handbook for reference:

\*Once a player assumes the position of the pitcher, they cannot catch for the remainder of the game.

\*If a player pitches in the first game of the day and is eligible to pitch again in the same day, they may pitch or catch in the second game, but not both.

\*Pitchers will be permitted to finish the batter if the maximum pitch limit has been reached.

\*A pitcher who is removed from the mound during a game shall not be permitted to return to pitch in the same game, even if the pitcher is retained in the game at another position.