

# CUB-A LEAGUE PLAYING RULES

## GRADES 1 & 2

1. Games will be 6 innings; 3 complete will make a complete game in case of rain. Games ending in a tie may be continued if both coaches agree.
2. A flip of a coin will be done to determine the home team.
3. Everyone will bat and everyone will play. Add to outfield. The batting order will remain constant through the entire game. Late comers to the game will be added onto the end of the lineup.
4. All games will be forfeited 15 minutes after scheduled game time if a team does not have the required number of players present. A team may play with as few as 8 players in a game.
5. Score sheet should be completed before the game starts. Each Coach should report to the other bench with their line-ups.
6. All players and equipment must remain on the bench or behind the bench area.
7. A 5 run/inning rule will be enforced.
8. Batting helmets will be worn by all batters and runners. Both teams will share their batting helmets.
9. No metal spikes will be allowed.
10. Base paths will be 65 feet.
11. Catchers need not catch third strike. No leading off base until the ball passes the batter. 1st offense per team - warning. 2nd offense per team - runner is out.
12. Any overthrow or wild throw that gets by the fielder, that the ball is thrown to, will result in no advancement by the runner. The runner will get the base he's going to. Example: Runner going to 2nd base - overthrows 2nd - base runner gets 2nd base only. Overthrows are determined at the release of the ball by the fielder.
13. The infield fly rule will not be enforced.

**TURN OVER**

14. No bunting and no stealing.
15. Battering down of opponents will not be tolerated. The catcher may not block the plate unless he has the ball. If he does have the ball, the runner may not attempt to run down the catcher. Rules of thumb - whenever there is a play on you - slide.
16. Coaches will pitch to their own players, pitching over or underhand.
17. A batter will receive a maximum of 6 pitches or soft toss. 3 swings and misses will constitute an out, but no strikes will be called and no walks awarded. Any batter that receives 6 pitches without a hit or an out will be placed back into the hitting rotation without being awarded a base or an out. A foul ball will not be counted as a strike, but will count as one of the six pitches.
18. Penalty for deliberate throwing of the bat is an automatic out for the side. Penalty for swearing is ejection from the game. Batting helmets should also never be thrown.
19. Any verbal abuse against an umpire by an entire team, parents or members of either team, after 1 warning will or may result in forfeit of game to the non-offending team or suspension for repeated violations. Please remember the games could not be played without the volunteer efforts of these people. They deserve the greatest respect and gratitude of all of us involved in this program.
20. No smoking by those involved with the teams playing (coaches, Scorekeepers, etc.) in the playing area.
21. No razzing of players. If team in field is razzing batter, ump may award first base to player. If batting team yells at pitcher, an out can be awarded.
22. It is highly recommended that you wear long pants or sweatpants.
23. The National Federation of State High School Rules shall apply.
24. Only on-deck batter will be allowed to warm-up.
25. Players registered late will be added as they come.
26. The fielding team may only have a pitching coach on the field but batting coaches may have a coach on 1<sup>st</sup> and 3<sup>rd</sup> base.
27. If a batter stops mid-swing, if his wrists have not "broken", the swing is not counted.
28. Because of large teams this year, 4-5 players may be in the outfield at one time.

PLAY HARD! . . . PLAY FAIR