



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.

RULES AND REGULATIONS

1. The home team shall supply the game ball and umpire. The visiting team may supply a base umpire.
2. The winning team is responsible to report the score online using the reporting form on the C.G. Baseball website 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. The losing team should review the score once posted to ensure the accuracy of the score and has 24 hours from the time the score is reported to dispute the score.
3. Games will start at 6:15 PM and will be 6 innings in length. Additional innings will be played to break a tie. No inning shall start after 8:30 PM by the umpires watch. The start of an inning shall be considered when the 3rd out is made in the previous half-inning. A forfeit will be declared if a legal team cannot be fielded by 6:30 PM. A later starting time will be allowed only by a mutual consent of both teams and the umpire. A legal team is considered to be 8 players.
4. 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.
5. A maximum of 2 coaches are allowed on the field for the defensive team.

6. To speed up the game, please have a pinch runner for your catcher when there are two outs. The player who is being run for must catch the next half-inning.
7. The infield fly rule will not be enforced.
8. Abusive behavior on the part of players, coaches, parents or fans may result in eviction from the park with no previous warning.
9. The coach will pitch from a distance of at least 30 feet.
10. 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 with the only exception being if the batter foul tips the 5th pitch the batter will be awarded additional pitches until either the batter swings and misses or the ball is put into play. A batter can strike out on fewer than 5 pitches. If the ball hits the adult pitcher the ball is dead. In this instance no runners may advance and the pitch count will remain the same as before the pitch.
11. If the adult pitcher interferes with a fielder making a play on a batted ball (not including defensive action to protect themselves), the batter is out and the base runners cannot advance.
12. All team members will bat in rotation, whether playing the field or not.
13. 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.
14. 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.
15. 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.
16. 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.
17. A batter is considered out if the catcher catches a foul ball that has been hit at least the height of the batter. The batter is also considered out if it is a tip on the third strike and the catcher catches the ball, regardless of the height.
18. No intentional bunting will be allowed. An intentional bunt will be called an out. A player must take a natural swing.
19. Teams with 10 or more players must play 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.
20. 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 innings.
21. The adult pitcher must wait for fielders to be ready before pitching.
22. The catcher shall remain behind home plate until after the ball is hit.
23. No base runner may advance on overthrows to any base.
24. On a hit ball to the outfield time will be called when the ball enters the infield and hits the dirt. 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 halfway.

Runners not halfway must return to the previous base unless they are forced to the next base by the batter–runner who will occupy first base.

25. 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.
26. 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.