



Cincinnati WESTERN Baseball Conference

Cincinnati Western Baseball Conference (CWBC) Rules of Game (revised February 2026)

Any rule not covered in the Cincinnati Western Baseball Conference (CWBC) rules shall be in accordance with NFHS Rules. "National" refers to try-out level teams; "American" refers to general sign-up teams.

1. Age-Based Format

Level	Notes
15U American	Recreation-level, includes 14U
13U American	Rec-level, includes 12U
13U National	Try-out level
12U National	Try-out level, plays with 13U American
11U American	Rec-level, includes 10U
11U National	Try-out level
10U National	Try-out level, plays with 11U American
9U American	Rec-level, includes 8U
9U National	Try-out level
8U National	Try-out level, plays with 9U American
7U Coach-Pitch	Rec-level, includes 6U
5U Tee-Ball	Rec-level; instructional

2. Age Limits

Division	Cannot be # before May 1 of current year	Typical age
15U	16 years old	14 & 15
13U	14 years old	12 & 13
11U	12 years old	10 & 11
10U	11 years old	10
9U	10 years old	8 & 9
8U	9 years old	8
7U – Coach Pitch	8 years old	6 & 7
5U – Tee-Ball	Must be 4 by January 1	4 & 5

3. Base Distance:

- a. **15U** = 90 feet
- b. **13U** = 80 feet
- c. **10U & 11U** = 70 feet
- d. **9UN** = 65 feet
- e. **5U, 7U, 8U & 9UA** = 60 feet

4. Pitching Distance:

- a. **15U** = 60 feet, 6 inches
- b. **13U** = 54 feet
- c. **10U & 11U** = 48 feet
- d. **9UN** = 45 feet
- e. **8U & 9UA** = 42 feet
- f. **5U & 7U** = 35 feet (Coach Pitch)

5. Pitching:

- a. A player cannot pitch more innings than the length of a normal game in his class. One pitch constitutes an inning.
- b. A pitch count will be used in all classes of CWBC. The following chart should be used to determine when and how many pitches a player should be allowed to throw in any given day and is based on the division in which he plays:

I. 8U & 9U teams	
# of pitches	Days rest required
20 or less	No rest required
21-30	1
31-35	2
36-45	3
46-55 (max)	4

II. 10U & 11U teams	
# of pitches	Days rest required
20 or less	No rest required
21-30	1
31-45	2
46-55	3
56-65 (max)	4

III. 13U teams	
# of pitches	Days rest required
20 or less	No rest required
21-35	1
36-50	2
51-65	3
66-75 (max)	4

IV. 15U teams	
# of pitches	Days rest required
20 or less	No rest required
21-40	1
41-55	2
56-70	3
71-85 (max)	4

- c. A day of rest does *not* include the day the player pitched. For example, if a player pitches Thursday, his first day of rest is Friday. Managers and coaches are required to honor this system. If a manager or coach violates these guidelines, he will be subject to a minimum of a one-game suspension and/or forfeiture of game.
- d. Upon completion of the game, both managers should meet to review documented pitch counts and immediately enter the totals into CWBC website pitch tracker.

- I. Pitch counts must be submitted within 48 hours of game completion or 2 hours prior to next game, whichever occurs first. Each team submits their team's pitch count.
- II. Teams should confirm pitch counts between each inning. Home team has the official pitch count on any disagreement.
- III. Any disputes should be forwarded to respective coordinators. If necessary, it can then be escalated to Executive Board for review
- IV. Failure to report in a timely manner or inaccurate recording of counts will be reviewed by Executive Board and can result in max pitch count per player and possibly forfeit.
- e. Violation of number of innings pitched, the pitch count or re-entry, will be reviewed by the CWBC Executive Committee. Further suspension will be implemented if there are repeated or intentional violations discovered after CWBC Executive Committee review. Coaches should report the incident and offer evidence of the violation to the CWBC Executive Committee for review the day following the game in which the violation occurred.
- f. A player cannot pitch on 3 consecutive days.
- g. If a pitcher reaches his pitch maximum during an at-bat, the pitcher is allowed to pitch to that batter until the at-bat is completed.
- h. Once a player is removed from pitching, he cannot be re-entered as a pitcher during that game.
- i. If a team is completing a suspended game, followed by a regularly scheduled game, the total number of pitches thrown by a player, or the pitch count, is not to be exceeded for that class.
- j. In all classes, both teams must use the pitching rubber.
- k. Balks will be called in all National League games. American League teams will receive one warning per pitcher. No warnings will be issued for tournament play.

6. Home Team:

- a. Home team is responsible for bases, pitching rubber, and first game ball (new), official scorebook and pitch count.
- b. Home Team is responsible for submitting their pitch counts to the CWBC website pitch tracker upon completion of game
- c. Home Team is responsible for entering the final score into the CWBC website upon completion of game
- d. Home Team is responsible for paying their portion of the umpire fees as outlined in Section 32.K

7. Visiting Team

- a. Visiting Team is responsible for a back-up game ball.
- b. Visiting Team is responsible for submitting their pitch counts to the CWBC website pitch tracker upon completion of game
- c. Visiting Team is responsible for paying their portion of the umpire fees as outlined in Section 32.K

8. 8U National & 9U American ONLY: To prevent the perpetual running up of scores, there will be no lead-offs or stealing of any base in the **8U National** and **9U American divisions**. This will allow young pitchers to concentrate on pitching and keep all walks from becoming an automatic triple.

- a. "9-Batter Rule" - no more than nine batters from a team shall go to the plate in any given inning unless the ninth batter walks or is hit by a pitch, in which case a tenth batter, but no more than a tenth, shall go to the plate. When the ninth, or if a tenth batter is necessary, it will be treated as though there are two outs in the half inning. All two out rules apply to runners.

- i. Example: 1 out, runner on third base, ninth (or tenth) batter hits ground ball to second base. Batter is thrown out at first base while runner from third base crosses home plate. Run does not count since it is treated as though there are two outs when ninth (or tenth) batter is at bat, no matter how many actual outs have been recorded.
- b. “Dropped Third Strike Rule” - batter is automatically out after a dropped third strike. Catcher does not need to tag the batter or throw down to first base.
- c. “Game Time Limits”
 - ii. No new inning begins after 1 hour and 50 minutes from first pitch
 - iii. Both Scorebooks to note start time and confirm with ump
 - iv. Umps to Limit warm-up pitches
 - v. Umps to monitor for stall tactics (pitcher changes, mound visits, etc.)
 - v. Ties are acceptable for games exceeding time limit after the bottom of the last played inning is complete

9. 9U National ONLY:

- a. “Dropped-Third-Strike Rule” - batter is automatically out after a dropped third strike. Catcher does not need to tag the batter or throw down to first base.
 - i. If batter becomes 1st or 2nd out of the inning, ball remains live, and runners can advance.
 - ii. If batter is 3rd out of inning, ball becomes dead immediately, and no runners can advance. Half inning is complete.
- b. “Game Time Limits”
 - iii. No new inning begins after 1 hour and 50 minutes from first pitch
 - iv. Both Score-books to note start time and confirm with ump
 - v. Umps to Limit warm-up pitches
 - vi. Umps to monitor for stall tactics (pitcher changes, mound visits, etc.)
- c. Ties are acceptable for games exceeding time limit after the bottom of the last played inning is complete.

10. Game Time Limits:

- a. For all games scheduled for 5 innings, no new inning will begin after 1 hour and 50 minutes from the first pitch. For all games scheduled for 6 innings, no new inning will begin after 2 hours from the first pitch.
 - i 5 innings = 9U & 11U American, 8U – 10U National
 - ii 6 innings = 13U & 15U American, 11U – 15U National
- b. Both Scorebooks to note start time and confirm with umpire.
- c. Umps to limit warm-up pitches and monitor for stall tactics (pitcher changes, mound visits, etc.)
- d. Ties are acceptable for games exceeding time limit after the bottom of the last played inning is complete

11. National and American Leagues:

- a. Prior to each game, coaches/scorekeepers should exchange rosters and/or lineups by name and/or numbers. To be considered an official scorebook, each player should have First Name, Last Initial and Jersey Number documented into the scorebook or electronic scoring system. Scorebook information must match roster information submitted to league website

- b. Prior to each game, coach/scorekeeper should indicate any guest players in accordance with Section 14. In addition, players that are injured or have been benched for disciplinary reasons should be noted in the scorebook.
- c. Scorekeepers should document start time in accordance with Section 10.
- d. Roster batting is recommended but not required. If roster batting is used, all players must bat once, then start again from the top of the batting order. If a game is called because of the run rule, the game is official, but the game will continue until all players have batted once. All players must play at least two innings of defense except players who are benched for disciplinary reasons.
- e. While roster batting, coaches can freely substitute players on defense during the game, except that once a pitcher is removed as pitcher he may not return to pitch.
- f. If roster batting is not used, then the coach/scorekeeper should exchange rosters with the other team prior to the game. Coaches/scorekeepers should list players/roster by First Name, Last Initial and Jersey Number. Scorekeeper must maintain a record of starting players and substitute players to verify that all players have played two innings in the field and batted at least once. Re-entry is allowed and should follow the NFHS rules.
- g. A team may either bat 9 or 10, if using the AH (see rule 12), or roster bat. For example, if a team has 15 players, that team cannot bat 12 and have 3 subs. That team may bat 9, 10 or 15.

12. Additional Hitter / Continuous Batting:

- a. A tenth batter may be added to the batting order at the start of the game.
- b. Any 9 of the 10 batters may play on defense.
- c. If a team using the AH drops from 10 to 9 players available, the spot in the lineup is left open and is not an out.
- d. The continuous batting order may be used.
- e. If a player is injured during an at-bat and they cannot continue the at-bat, and no legal substitute is available, an OUT will be recorded for that batter.
 - i See Rule 27 for courtesy runner rule for any batter being unable to run the bases after being hit by a pitch.

13. Number of Players:

- a. A game can begin with 8 players. If one team only has 8 players, then that team automatically becomes the visiting team.
- b. Any time you drop below 9 players, the 9th spot will be an out each time that spot comes due. If you start with 9 players and a player is unable to bat for any reason, that spot becomes an out each time that player cannot bat.
- c. If you start with 10 or more players and a player is unable to bat, that spot IS NOT AN OUT.
- d. Batter is skipped.
 - I. An out can only be recorded when the number of players in the lineup is less than 9.
 - II. If a player is not at the field in uniform by the first pitch, then he can only be added to the bottom of the lineup.
 - III. If his spot comes up and he has not arrived, this is not an out (unless team is playing with only 8 players, then it would be an out based on above rules).
 - IV. He never hits on arrival, always needs to be placed at the bottom of lineup and can only hit when this spot is due up.

14. Guest Players

- a. A team is allowed to use a guest player to substitute for its team under the following conditions:
 - I. If an 8U-15U team is down to no less than 7 of its rostered players for a tournament game, it is now permissible for the coach to borrow 2 players (if is down to 7) or 1 player (if is down to 8). A team with guest players cannot play with more than 2 guest players and cannot play with more than 9 players TOTAL.
 - II. The guest players must be rostered players from another WBC team of that team's association that is either at or below the team's level of play in the WBC. For example, consider a St. Dominic 13U American team comprised of 10 rostered players at the beginning of the season, but this team has 2 players on vacation during a tournament game: since that team is down to 8 of its rostered players, the coach can borrow 1 WBC rostered player from another St. Dominic 13U American team or lower (possibly a St. Dominic 11U American or St. Dominic 11U National team) so as to compete with no more than 9 players total in that game.
 - III. Guest players must be age eligible to substitute for the team they are subbing for. For example, a 9U American player cannot be 9 prior to May 1st of the current season and sub for an 8U National Team; only 9U American players who turn 9 after May 1st of current season are eligible to sub
 - IV. Guest players cannot play down from National to American within same age group. For example, an 8-year-old playing 9U National is not eligible to play 9U American or 8U National.
 - V. One stipulation is that at each game, while going over ground rules with the umpire, the coach that is using guest players must specify to the umpire and the opposing coach:
 1. That his team is using guest players
 2. Who each guest player is
 3. The first and last name of each guest player
 4. The name of the coach and level from which each guest player is borrowed.
 - VI. The coach who is using guest players should be forthcoming with this information and should provide it without being asked. The information for #s 3-4 above should be written down by the opposing coach's scorekeeper in his book.
 - VII. No guest players are permitted to pitch or catch during a game, no exceptions.
 - VIII. If borrowing 1 guest player, that player must bat 9th, and if borrowing 2 guest players, those players must bat 8th and 9th, no exceptions.
 - IX. If a coach suspects another team has abused this guest player policy, the coach must bring it to the attention of his own association's baseball coordinator, who will then share all information with the Executive Committee for review.
 - X. If there is a violation, penalties will be handled by the Executive Committee on a case-by-case basis

15. Sportsmanship Rule:

- a. Any team winning by 15 or more runs may NOT steal second base, third base, or home plate until the lead drops below 15 runs at any point during the game.
- b. Teams should not use hit sticks or tees or any other training implements near the field of play that simulates the sound of a batted ball.
- c. Cheering or noise making in an attempt to distract opposing players from the act of hitting, base-running or fielding may be stopped by umpire.

16. Tournament Play

- a. All CWBC Guest Player Rules and Pitch Count Rules apply to tournament play
- b. All Tournament games must play to completion unless subject to Game Time Limits (rule 10) Mercy Run Rule (rule 18)
- c. If a tournament game is suspended, the required number of days of rest for pitchers is still in effect. For example, if a 9U pitcher throws 30 pitches in a Monday tournament game which is suspended, that pitcher is required to rest 1 day and therefore cannot pitch again until Wednesday.
- d. Home Team supplies new game Ball.
- e. Visiting Team supplies back-up ball.
- f. Tournament Host organization will supply bases and pitching rubber
- g. Umpires will be paid directly by League not by coaches

17. Field Rules:

- a. Umpires may limit warm-up time to ten (10) minutes for each team to get the game started on the scheduled time.
- b. Bases are not to be secured to the ground.
- c. No one may stand directly behind the backstop.
- d. Each manager is responsible for his fans.
- e. No alcoholic beverages or tobacco are permitted on the field during a game.
- f. No foul language or fighting from anyone connected with the CWBC is permitted
- g. In the event of unsportsmanlike conduct, the umpire has the authority to clear the bench or area of any and all offenders. It is recommended that any use of chanting, clapping or other noise making by a team's players, coaches or spectators intended to distract the opposing team be considered unsportsmanlike conduct and not be tolerated.
- h. Managers are responsible for enforcing the umpire's decision and action of their fans.
- i. On any violation of these rules, the offender and all responsible parties will be called before the CWBC Executive Committee for discussion and possible disciplinary action.
- j. ONLY the manager may consult with the umpires on any dispute, NOT the coaches or helpers, etc.
- k. Batters will receive a warning if he/she throws the bat before running to first. If batter throws the bat a second time, he/she can be called out for a dangerous play.
- l. A double first base will be required beginning with the 2027 season. (Although it will be optional, teams are encouraged to use the double first base for the 2026 season.)
 - i The double first base must be white and a contrasting solid color. The white portion of the base is located in fair territory while the colored half is located in foul territory, split by the first base foul line. There is to be no space between the two portions of the double base.
 - ii The batter-runner should use the colored base on an initial play at first base unless a fielder is drawn into foul territory to receive a dropped third strike and is using the colored portion of the base, in which case the batter-runner would use the white portion of the base.
 - iii Once the batter-runner reaches first base, the batter-runner must always return to the white base, including when leading off, returning on a pick-off attempt or tagging up on a fly ball.

18. Mercy Run Rule:

- a. Games shall be complete based on the following innings completed and run differential:
 - II. 15U, 13U and 11UN: 10-run differential after 4 innings
 - III. 8U – 11UA: 10-run differential after 3 innings
- b. The game is officially over in all classes when the run differential is reached.
- c. If you continue to play, you DO NOT waive this right.

19. Innings for Games:

- a. 13U - 15U American, 11U – 15U National = 6 innings
- b. 11U American, 8U – 10U National, 7U = 5 innings
- c. 5U = 2 innings
- d. All games are subject to time limits (new for 2023)

20. Official Game:

- a. Any scheduled game stopped because of rain or darkness shall be considered an official game after 4 ½ innings are completed in games scheduled for 6 innings; and 3 ½ innings in games scheduled for 5 innings, providing the home team is leading in each case.
- b. A game shall be considered complete when the time limit is reached (see section 10)

21. Suspended Game:

- a. The CWBC Executive Committee will have the authority to determine if a suspended game must be completed or if it will be considered official. It is possible that a game can end in a tie, but this should be a rare occurrence to be approved by the Executive Committee.
 - I. 8U through 11UA regular season games with less than three completed innings; the game is considered an incomplete game and should be rescheduled and will start from the top of inning one. If three or more innings have been completed, the game is considered suspended and shall continue from the point of suspension at a later date. In either case, new umpire fees apply.
 - II. 11UN, 13U and 15U regular season games with less than four complete innings; the game is considered an incomplete game and should be rescheduled and will start from the top of inning one. If four or more innings have been completed, the game is considered suspended and shall continue from the point of suspension at a later date. In either case, new umpire fees apply.
 - a. Looking at CWBC Rules 20 and 21 together, we have three categories of results when an 8U through 11UA game is stopped due to weather or darkness:
 - Category 1: Three and one-half innings have been completed and the visiting team is losing, OR four innings have been completed and the home team is losing (in either case the losing team has had four full at bats)—this is an official game and the game is over, provided that the game is not tied.
 - Category 2: Three or more innings have been completed but the losing team has not yet batted a full four times—the game is suspended and should start over from the point of suspension. But, the Board has the authority to determine whether that suspended game needs to be completed OR if it should be considered official due to no effect on league standings, tournament seeding, etc.

Category 3: Less than three complete innings—the game is incomplete and starts over completely from the beginning. If four full innings have been played and the teams start the fifth inning but do not complete the fifth inning before the stoppage, the score reverts back to the last completed inning (4th inning) and that is the final score, unless the game is tied.

- III. All tournament games once started must be played to completion (5 innings or 6 innings depending on age group). If a run rule during a tournament game occurs that is considered a completed game. If not played to completion or run rule, all tournament games are considered suspended and shall continue from the point of suspension at a later date. Tournament games do not start over once the game begins.

IV. The Martin Rule

1. The pitch count will carry over from the first game. The current rules are written to A) protect a pitcher from throwing too many pitches and B) shield a team from a dominant pitcher to an extent- pitcher cannot pitch more innings or throw more pitches than a regulation game.
2. For example, if a 13U pitcher throws 4 innings and 50 pitches on Monday requiring 3 days rest and the game is completed on Friday, that pitcher can only pitch 2 innings in the completed game and the number of pitches that would reach his maximum for that age.

22. Weather/Un-Safe Playing Conditions:

- a. To check the status of your game, check the website cincywbc.com as all fields either have a rainout number or a link to website where field status is posted
- b. If there is no message canceling the games, all teams are expected to show up at their respective field.
- c. In some instances, if the field the game is originally scheduled on is unplayable, the Field Supervisor may notify the umpire or personally change the game to another field in the area and set the time up 30 minutes to give teams time to transfer from one field to another.
- d. Due to the shortage of fields in the area, all teams must do everything possible to get the game in on the originally scheduled date.
- e. A team or teams will have a period of 30 minutes after the scheduled game time to make the field playable. Otherwise, that game will be canceled, and the following game played.

23. Lightning or Thunder:

- a. Games will be stopped, and a 30-minute delay will be enforced at the **FIRST** incident of thunder or lightning.
- b. Scorebooks should note inning, outs, count on batter, and time.
- c. A 30-minute delay will restart after each successive incident of thunder or lightning.

24. Sliding Base Rule:

- a. When a runner goes into a base standing up and the runner and the base move more than the width of the base in any fashion whatsoever, and the runner is tagged, the runner is out.
- b. If the runner gets back to the spot where the base was before being tagged, the runner is safe.
- c. When sliding, the runner shall remain on the ground until the umpire calls time. If the player gets up and moves before the umpire calls time, the runner will be called out if tagged and not standing

on the original spot of the base. If the player moves the base and gets up and makes the next base, the future runner will go to the original spot of the base.

- d. If the base is tied down the runner must stay with the base.
- e. If a tied-down base become loose or broken because of a slide and the base moves away, the runner is not in jeopardy.

25. Base Runner:

- a. If a base runner runs into a fielder attempting to make a tag, it will be up to the discretion of the umpire if it was deliberate or accidental. If determined to be deliberate, the runner is out.

26. Bat Restrictions

- a. Solid Wood Bats are permissible at ALL levels.
- b. 7U – 13U Divisions: Non-wood and wood composite bats must have the following Stamps: 1.15 BPF, BBCOR or USA Baseball Certified logo visible on the bat. There is no drop restriction for 7U – 13U. (See images of these logos below).
- c. 15U Division Only: Non-wood and wood composite bats must have the following Stamps: 1.15 BPF, BBCOR or USA Baseball Certified logo visible on the bat. (See images of these logos below). In addition, there is a -5 drop restriction for the 15U level only. Bats used at 15U Level must not exceed -5 drop. Drop must be clearly marked and visible on the bat.
(Drop = Weight of the bat [Ounces] minus Length of bat [Inches])
- d. Bats that are cracked, splintered or damaged are not permissible. In addition, any bat deemed dangerous by the umpire can be removed from play and deemed illegal/nonconforming.
- e. Bats marked as TEE BALL are considered illegal/non-conforming for all levels except 5U.
This includes bats that are marked as TEE BALL and have a 1.15 BPF or USA Baseball Certified logo. Bats marked TEE BALL do not undergo manufacturing certification testing for safety.
- f. All bats used for 5U can have certification stamps, but certification stamps are not required. Bats used for 5U should only be hitting "soft" safety balls.



Example of Acceptable Logos for Bats [PICTURED LEFT]



Example of Drop Marking [PICTURED RIGHT]



g. Procedure/Penalty

- I. Umpires will remind/confirm with coaches that their team bats conform to our rules.
- II. If batter steps into the box with an illegal/non-conforming bat or after any pitches are thrown to him by the pitcher while batter is using an illegal/non- conforming bat that batter is out.
- III. If the batter puts the ball in play and the illegal/non-conforming bat is pointed out to the umpire before the next batter is pitched to:
 - 1. The batter is out and all runners return to their original bases. For example, bases loaded, batter hits grand slam home run. Defensive coach alerts umpire of illegal/non-conforming bat, batter is called out and all runners return to their original bases, no runs score on the play. Bat is removed from the game
 - 2. OR

3. The batter is out and the defensive coach can take the result of the play if any outs were made. For example, Runners on 1st and 2nd, 1 out. Batter hits ground ball to 3rd. Runner forced out at 3rd, 2 outs. Defensive coach alerts umpire of illegal bat before next batter is pitched to, batter is then called out, 3rd out of the inning. Bat removed from the game.

IV. Bat will be removed from the game in any situation.

- h. **Batter's Box Rule** (13U & 15U only) One foot should remain in the batter's box unless the batter swings or is forced out of the batter's box. The umpire can call a strike on the batter for violating this rule.

27. Ejection Policy / Procedure

- a. A coach, manager or player ejected from a game must leave the field immediately. By the following day, the umpire should report the incident by email to the Umpire Coordinator and the League President for further review.
- b. A coach, manager or player ejected from a game will be suspended for their next played game.
- c. Repeated or flagrant ejections of coaches, managers and players will result in further action by the CWBC Executive Committee.
 - I. Further action may include a multiple game suspension, year suspension or lifetime ban.
 - II. Flagrant ejections include but are not limited to: foul language, contact with an umpire, opposing coach or player, intimidation of an umpire (especially youth umpires), inappropriate conduct by team parents, intentional violation of league rules or other unacceptable conduct for a coach in a youth baseball league.
 - III. A coach may appeal to the League President, but the decision of the CWBC Executive Committee is final.
- d. If a coach, manager or player is ejected from a game or games he/she is not permitted to attend the subsequent game or games for which he/she was suspended, even as a spectator.
- e. A coach who has been suspended by the league for any reason, before being allowed to return to coach in a game, will be required to umpire a game and call balls and strikes from behind home plate. The suspended coach will be assigned an instructing umpire to attend the game with them.
 - i The game will most likely be but not limited to an 8U National or 9U American contest.
 - ii The league will aim to make the game a contest between the same organization as the suspended coach
 - iii The suspended coach will not receive any pay for their services. The instructing umpire will receive full pay for the game, paid by the teams.
 - iv The league will supply equipment consisting of a mask, chest protector, shin guards. Any protective cup or other protective gear is the responsibility of the suspended coach.
 - v All judgement calls by umpire are final. Any rules interpretation call can be consulted with instructing umpire. Any ejections during the game must come from the instructing umpire.

28. Bench Restriction:

- a. The umpire may restrict a coach or manager to the bench area for the remainder of the game for taunting or questioning judgment calls.
- b. Any coach restricted to the bench area shall be ejected for further misconduct.
- c. The coach may leave the bench/dugout to attend to a player who becomes ill or injured.

29. Forfeit/Cancellation policy: (Synchronized with By-Laws 19 & 25)

- a. All games must be played at their originally scheduled time, location, date and umpire(s). Games may NOT be moved from the original schedule unless an association's function causes players to be unavailable (ex: first communion). Teams must request Executive Committee and Umpire Coordinator approval to change the date and/or time of any league scheduled game.
- b. Managers have a 15-minute grace period after the scheduled starting time before a game is forfeited
- c. For games that are moved/cancelled or forfeited the committing team will be responsible for the umpire fees for that game (Ex: 9U American cancellation committing team will pay \$50). If moved, the team will then have to pay the umpire again for the game the day of play.
- d. Any teams that do not show up to a scheduled game without contacting both the CWBC Executive Committee and the Umpire Coordinator will split the cost of the cancelled game. (Ex: 9U American cancellation each team pays \$25). If the team is unwilling to pay the fee for moving the game, the game will stand as a forfeit and the association will pay the fees at the finish of the season.
- e. All regular season games must be played.
- f. Any games not played can be considered a forfeit.

30. Speed Up Rules:

- a. All 8U through 15U divisions will be allowed to use the courtesy runner for the pitcher or catcher.
- b. The same courtesy runner may not be used for both the catcher and pitcher in the same inning.
- c. The courtesy runner can only be the last player to make an out.
- d. The courtesy runner must be inserted at the time the pitcher or catcher reaches base and time is called.
- e. The courtesy runner must be on base before the next pitch is thrown.
- f. Only one courtesy runner is allowed at one time. If your pitcher and catcher are on base at the same time you may only courtesy run for one of them.
- g. No courtesy runners are allowed in the final regularly scheduled inning or extra innings

31. Hurdling or Plowing:

- a. Hurdling or plowing over the catcher or other baseman is a judgment call by the umpire and therefore not able to be protested. An umpire may also eject any player guilty of malicious contact in the home plate or other area. If the umpire rules there is a violation, the runner is out and it is an immediate dead ball. No runners can advance and must return to the base occupied at the time of the interference.
- b. On any play at home plate, the player is required to slide if: (1) the play is imminent; (2) the catcher or other defensive player is in a position to attempt a tag on the runner; and (3) the player makes contact with the catcher or other defensive player. A play is imminent when the ball and the runner arrive at the plate at or near the same time. Failure of the player to slide in these circumstances subjects the player to being called out by the umpire.
- c. This is a safety rule. We do not want runners or catchers/fielders to contact each other if avoidable. It can be a difficult interpretation based on the circumstances of the play. Below are some scenarios on how to interpret the rule.
 - i Catcher has the ball, runner sees catcher has the ball, runner plows catcher. Result: Runner out for malicious contact and ejected from game.

- ii Catcher standing near home plate does not have ball, runner crosses home plate without contacting catcher, catcher then receives throw from fielder after runner crosses home plate. Result: No imminent play, no contact, no penalty.
- iii Catcher receives the ball on the first base side of home plate just as the runner steps on home plate, no contact made, and the runner is not tagged. Result: No contact, no penalty.
- iv Catcher receives the ball on third base side of home plate just as the runner steps on home plate, runner contacts catcher and ball is jarred from catcher's glove. Result: Contact, runner out, but not ejected.
- v Coaches should not be arguing that a player should *always* slide at home plate.

32. Fake Tag:

- a. No defensive player may make a tag attempt on a base runner if that defensive player does not have the ball in his possession. This is to ensure the safety of the base runners by eliminating unnecessary slides that may result in injuries to the base runner.
- b. The penalty for the infraction of this rule will be a warning issued to the player and coach. On second offense, player will be ejected

33. Spikes:

- a. No player will be permitted to use metal spikes except in 15U.

34. Umpire Fees:

- a. These fees are to be paid (in cash) on the field by the managers prior to the start of the game, each paying one half.
- b. Fees are applicable for each scheduled and rescheduled game. Umpires shall be paid the full rate for any game that begins.
- c. Rescheduled games require new umpires and fees to be paid.
- d. An umpire is never required to complete a game based on prior fees paid.
- e. Forfeiting teams shall be responsible for all umpire fees. They will be paid at the end of year from the association at fault.
- f. If a game is forfeited, the team in attendance does not pay the umpire. The entire fee will come out of the forfeiting association's forfeit bond.
- g. The league will assign umpires for all scheduled games.
- h. Locating umpires for all make-up games is the responsibility of the HOME team.
- i. If no league umpire shows, a person can be selected from the stands to serve as the umpire. Both managers must agree on the person and the game will be official. If no agreement can be reached, the game will be rescheduled.
- j. All games 9U national and above must have an umpire.
- k. Current Umpire Fees:
 - i 8U – 10U National and 9U & 11U American = 1 umpire, \$25 per team
 - ii 11U – 13U National and 13U & 15U American = 2 umpires, \$60 per team (or \$45 per team if only one umpire)

35. Illegal Players:

- a. Any manager who knowingly uses an illegal player will be reviewed by the CWBC Executive Committee.

36. Protests: rule synced with Bylaw #26

- a. Any protest must be made to the chief umpire who shall be the home plate umpire and the opposing manager notified by the umpire before the next legal pitch is made.
- b. Both scorebooks must be noted and signed by both umpires and managers. If using an electronic scoring format, please take screenshots of scoring as it stands at time of protest and provide to both the umpire and opposing coach.
- c. The umpire will keep both scorebooks or electronic screenshots after the game.
- d. All protested games must be submitted to the CWBC Umpire Coordinator (or his designated representative) in writing within 24 hours after the completion of the game and must specify the rule and sub-title on which the game is being protested.
- e. To be considered for protest, scorebooks must be in compliance with Rule 9.a.: An official scorebook must have each player listed with: First Name, Last Initial and Jersey Number. This information must be documented into the scorebook or electronic scoring system. Scorebook information must match roster information submitted to League Web-Site
- f. NFHS rules will be followed on calling a protest by a manager.
- g. The protest fee will be \$50 in cash and must accompany the formal written request. If this is not complied with, there will be no protest.
- h. If the protest is allowed, the fee will be returned.
- i. A protest board will consist of three Executive Committee members, one of which is the Umpire Coordinator.
- j. All decisions of the protest board are final and are not subject to review.
- k. All protests concerning player eligibility must be submitted before the season is completed.

37. Bleeding and Open Wounds:

- a. For safety purposes, the rule covers situations in which a player or coach is detected bleeding or who has an open wound, or who has blood on his uniform.
- b. When detected, a reasonable amount of time will be afforded by the umpire for the involved individual to receive appropriate treatment.
- c. If treatment cannot be completed within a reasonable amount of time, the player must leave the game.
- d. He may re-enter if he has re-entry privileges. This situation is handled no differently than other injury situations.

38. Casts:

- a. No player may play in a game with an orthopedic cast.

39. Intentional Walks:

- a. A coach should announce to the umpire that the batter is to be intentionally walked prior to the at bat.
- b. The pitcher is not required to throw four balls, but 4 pitches are added to his pitch count.

40. Reporting Scores:

- a. Home team is responsible for reporting the scores to the league via the league website

41. Reporting Pitch Counts:

- a.** Upon completion of the game, both managers should meet to review documented pitch counts and immediately record via CWBC website Pitch Tracker.
- b.** If Teams are unable to enter immediately upon completion of the game
 - i** Pitch counts must be submitted within 48 hours of game completion or 2 hours prior to next game, whichever occurs first
 - ii** Home Team submits their pitch count
 - iii** Visiting Team submits their pitch count
 - iv** Any disputes should be forwarded to affected coordinators and if needed escalated to Executive Board for review
 - v** Failure to report in a timely manner or inaccurate recording of counts will be reviewed by Executive Board and can result in max pitch count per player and possibly forfeit.

CWBC BASEBALL OVERVIEW

5U

Emphasis on hitting, knowing the bases and field positions.

Introduction to coach pitching

7U

Emphasis on hitting with coaches pitching

Fielding, making outs at a base

Field positions

Introduce catcher

8U & 9U American

Emphasis on student-athlete pitching and catching

Hitting against student-athlete pitching

Fielding, covering the bases, and outfielders moving for coverage

Introduce umpires

11U, 10U & 9U National

Add base stealing and leadoffs

Catcher making outs at the bases

CWBC 5U Rules and Regulations

1. This league is for youth of ages 4 and 5
2. There are no league standings.
3. "Soft" baseballs will be used by all teams.
4. All players will be placed in a continuous batting lineup. All players will bat in each inning.
5. No score will be kept.
6. All players must bat at least two times during the game.
7. Games must last minimum of 2 innings: may last longer at the discretion of the coaches. No time limit for the two-inning rule because there is no limit to the number of players a team can have.
8. No stealing, leadoffs, infield fly rule, walks or steel spikes
9. The distance between the bases will be 60 feet.
10. Double first base will be recommended.
11. Coaches will do all the pitching. Each player will receive 5 pitches. If after the 5th pitch and the ball is not batted fair, then the player must use a Tee to complete at bat.
12. The pitching distance will be 35 feet for coaches. Coaches are permitted to pitch from one knee at the required distance. All pitching should be overhand.
13. No catcher will be used for this league. It is recommended that a coach is available to return pitches.
14. The defensive team (fielding team) will be allowed a minimum of 2 but no more than 4 coaches on the field.
15. A baserunner can advance only when the ball is hit and only one base at a time.
16. There is no WBC tournament at the end of the season.
17. Bats must be marked "1.15 BPF" or "USA Baseball". Tee-Ball bats with mentioned markings are acceptable when using "soft" baseballs.

CWBC 7U Rules and Regulations

1. This league is for youth of the ages of 6 and 7.
2. There are no league standings in this league. All teams are eligible for end of season tournament.
3. No score is kept during the regular season.
4. Games consist of 5 innings or 1 ½ hours except tournaments.
5. During tournaments a game shall be completed if after 3 ½ innings (and the home team is winning) and a team leads by 10 or more runs.
6. There are no umpires for regular season. Field monitors will be used in postseason tournament.
7. Coaches will do all pitching. The pitching distance will be 35 feet. Coaches are permitted to pitch from one knee. No buckets, extra balls, etc., are to be brought to the mound. Pitcher must be in contact with pitcher's plate (mound). Pitches must be overhand. Each player will receive 7 swings. If the batter fouls off the 7th swing, they will receive additional pitches until batter either swings and misses, puts the ball in play or chooses not to swing.
8. Only 9 batters or 3 outs in a half inning. It is considered that two are out when the ninth batter is batting if the ninth batter hits the ball any runs scored count once play has stopped the inning is over.
9. A base runner can advance only when the ball is hit. Base runners may only advance as many bases as the hitter.
 - a. Base-runners run at their own peril, so if runner advances beyond the allowable number of bases and have not reached a base safely they can be tug out.
 - b. If base-runner advances beyond the allowable number of bases and has reached a base safely, they will be placed back to proper base.
 - c. Players on base may only advance one base at a time, unless a double is hit then all players may at their own risk advance two bases. Base-runners run at their own peril, so if runner advances beyond the allowable number of bases and have not reached a base safely they can be tug out.
 - d. For the opportunity to try to reach second base safely, the player must hit the ball beyond the infield, must be hit hard and untouched by an infielder and more than a few steps from an outfielder.
10. If a pitcher's fielding circle is used, the player at the pitcher's position must have at least one foot inside the circle at the time of the pitch.
11. Roster batting will be used.
12. Free substitution in the field is allowed. No more than 9 players on the field at one time. The 9 players will be positioned in the traditional spots on the field.
13. Two coaches from each team are to be on the field at all times to help control the game. These coaches must position themselves beyond the base paths in the outfield.
14. No stealing, bunting, leading off, running on a drop 3rd strike, infield fly rule, walks or steel spikes.
15. Batters and runners must wear batting helmets at all times.

16. The distance between bases is 60 feet.
17. Double first base is optional.
18. No “soft” balls will be used only regulation hardballs.
19. No fielder including the catcher may block a base while waiting for a throw. If it is determined that a fielder does so without the ball in hand the runner will be awarded that base.
20. Bats must be marked 1.15 BPF or USA Baseball to be used. NO Tee-Ball bats are permitted.
21. Outfielders must be positioned approximately 15’ (5 coach’s paces) from the baselines or bases.
22. No hitting off tees is allowed.
23. Late comers will be added to the bottom of the roster. Each player must bat once before a player’s bats for a 2nd time. No free substitution is allowed in the batting order.
24. On an overthrow to any base the runners will advance only to the base they are running to.
25. Guest Players are allowable in regular season games to get 9 Players.
14. Guest Player Rule for 7U Tournament
 - a. A team is allowed to use a guest player to substitute for its team under the following conditions:
 - i. If a 7U team is down to no less than 7 of its rostered players for a tournament game, it is now permissible for the coach to borrow 2 players (if is down to 7) or 1 player (if is down to 8) – a team with guest players cannot play with more than 2 guest players and cannot play with more than 9 players TOTAL.
 - ii. The guest players must be rostered players from another WBC team of that team’s association that is either at or below the team’s level of play in the WBC. For example, consider a St. Dominic 7U American team comprised of 10 rostered players at the beginning of the season, but this team has 2 players on vacation during a tournament game: since that team is down to 8 of its rostered players, the coach can borrow 1 WBC rostered player from another St. Dominic 7U team or St. Dominic 5U team so as to compete with no more than 9 players total in that game.
 - iii. One stipulation is that at each game, while going over ground rules with the umpire, the coach that is using guest players must specify to the umpire and the opposing coach:
 - i That his team is using guest players
 - ii Who each guest player is
 - iii The first and last name of each guest player
 - iv The name of the head coach/level from which each of those guest players is borrowed.
 - iv. The coach who is using guest players should be forthcoming with this information and should provide it without being asked. The information for #s 3-4 above should be written down by the opposing coach’s scorekeeper in his book.
 - v. All 7U Guest Players must only play outfield positions, No Exceptions

- vi. If borrowing 1 guest player, that player must bat 9th, and if borrowing 2 guest players, those players must bat 8th and 9th, no exceptions.
- vii. If a coach suspects another team has abused this guest player policy, the coach must bring it to the attention of his own association's baseball coordinator, who will then share all information with the Executive Committee for review.
- viii. If there is a violation, penalties will be handled by the Executive Committee on a case-by-case basis.