



2023 CMCBL 16U Rules

All players present will be inserted into the batting lineup. There is no penalty if a player leaves the game because of sickness, injury or prior commitments. Late arriving players can be inserted into the bottom of the lineup.

Teams will field 9 defensive players. All players should play a minimum of 3 defensive innings if 6 or 7 defensive innings are played, or 2 defensive innings in a shorter game. Teams must have 8 players to start and finish a game.

- If an injured player is removed from the batting order:
 - An out will be called at that spot in the batting order **ONLY** if a team drops below **NINE** players.
 - The player cannot re-enter the game.
- If teams are short prior to the game they may borrow players from another team, however those players may not pitch or catch.

Games will played on full sized, 60/90 fields.

Bunting is allowed. Metals spikes are allowed.

Baserunning is “open base”. Leading off and stealing are allowed, including home. A batter may advance to first base on a dropped 3rd strike (if first base is unoccupied or there are 2 outs).

The infield fly rule is in effect.

Games start at 6:30 and are scheduled for 7 innings; however no inning may start after 8:45PM. In cases of early sunset, the umpire may declare the last inning earlier than 8:45PM.

A mercy rule of 8 runs per inning is in effect for every inning except for the final inning, in which a team may score until the third out is recorded. The final inning must be declared before the start of the inning.

- Any inning that starts after 8:30pm (2 hours) should not use the 8-run per inning limit. If that inning is completed by 8:45pm the game should continue with another inning (unless 7 innings have already been completed).
- If the 6th inning starts before 8:30, but runs past 8:45, the game is complete even though the 8-run limit was in effect for the final inning.
- An inning begins when the last out of the previous inning is recorded. If the last out recorded @ 8:44, another inning is played (unless 7 innings are already complete).

- It is important for coaches to communicate with the umpire and the opposing coach regarding when the 8-run limit is/ isn't in effect.
- If game is tied after 7 innings and the 8:45 time limit hasn't been reached, extra innings may be played.
- The umpire may declare the final inning earlier than prescribed above, if sunset and visibility is an issue.

PITCHING

- Pitchers will be allowed to pitch 4 innings per game or 95 pitches, whichever comes first. Any portion of an inning is considered an inning.
- Pitchers should be rested between outings as follows. Tuesday to Thursday is 1 day of rest.

Pitch Count	Days of Rest Required
1-20	0
21-40	1
41-60	2
61-66	3
66+	4

- Pitchers are limited to 6 innings in any 3 day window.
- A pitcher may re-enter the game as long they stay within the 4 inning per game parameter.
- Curveballs and breaking pitches are permitted.

SLIDING

- Runners are encouraged to slide to avoid contact. If there is malicious contact the runner is out.
- Catcher must give runners the baseline if they do not have the ball. If there is contact and the catcher is in the baseline without the ball the runner will not be out, as long as the contact is not malicious.
- Coaches please teach your kids to slide and teach the catchers to not block the plate without the ball!

BATS

Legal bats are those that comply with High School rules (MSHSL)

- Bats are limited to those with BBCOR stamp, and -3 (length minus ounces)
- Wood bats are legal for all ages.
- Rule change for 2023: Removed exception for 14u players to use -5 bats. All players must use BBCOR/-3 bats in 2023.

Although this is competitive baseball, remember the primary purpose of this league is skill development.

Good sportsmanship is expected from all players, coaches and fans.

Final scores are to be reported by the winning team to www.quickscores.com/cmcb

RAINOUTS / GAMES SUSPENDED BY WEATHER / MAKE-UP GAMES

- A. If possible, host team/organization is asked to decide by 4:30PM if games will be played or rained out. In most CMCBL towns, the Baseball Board will make that decision. Coaches are asked to communicate with the opposing coach and umpire coordinator about weather issues and game changes.
- B. Once a game starts, the umpire has sole authority to delay or suspend a game. Per the NFHS rule book, umpires are trained to delay a game 30 minutes after each lightning strike or crackle of thunder. (ex. If thunder happens at 6:35, the game is delayed until 7:05; if another crackle of thunder happens at 6:45, the game is now delayed until 7:15).
- C. A game suspended by weather must complete 4 innings to be a completed game, or 3½ innings if the home team is ahead. If a game reaches this point, the game is considered final and will not be replayed.
- D. Games suspended prior to completion (per C, above), if they are rescheduled, should be restarted from the beginning and not continued from the stopping point.

Reasoning: 1) it is difficult to account for players who played in the original game and can't attend the reschedule game, or vice versa; and 2) If an ump is hired and 2 teams congregate for a game, we should give the players a full game of experience.
- E. CMCBL Teams are encouraged, but not required, to make up rainouts. The home coach needs to work with their Baseball Board to arrange field and umpire.