



2026 CMCBL 11U 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 may field 10 defensive players, but the 10th player must be 4th outfielder. Players should not sit out consecutive innings. 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.

Pitching mound distance is 43'-46'. Bases are at 60'-65'.

Bunting is allowed.

BASERUNNING

- No leading off, players may leave the base when the ball crosses the plate.
- Runners can steal bases after the ball crosses the plate, excluding home.
- If a runner leaves early the 1st team violation is a warning and runners return to original bases. The 2nd and future violations the base runner will be called out. If this is called during a double steal the runner leaving early will be called out and the other runner will return to the original base.
- No advancing home on passed balls. However, runners on 3rd may advance home if a defensive play is attempted on them or other base runners (such as a runner stealing 2nd base.) A bad throw back to the pitcher is not a "defensive play", so the runner on 3rd can't advance.
- A batter/runner that is awarded 1st base on a walk may not lead off 1st base or advance to 2nd base until a pitch crosses the plate to the next batter in the batting order. Other runners on base at the time of ball four may advance at their own risk.
- Batters are out on dropped 3rd strike and cannot advance to first base if the catcher misses the ball.
- There will be no infield fly rule. If a player drops the ball on purpose the batter is out and everyone returns to original base.

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!

Games start at 6:30 and are scheduled for 6 innings; however no inning may start after 8:30PM. A mercy rule of 4 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 8:15pm (1 hour, 45 mins) should not use the 4-run per inning limit. If that inning is completed by 8:30pm the game should continue with another inning (unless 6 innings have already been completed).
- If the 5th inning starts before 8:15, but runs past 8:30, the game is complete even though the 4-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 @ 8:29, another inning is played (unless 6 innings are already complete).
- It is important for coaches to communicate with the umpire and the opposing coach regarding when the 4-run limit is/ isn't in effect.
- If game is tied after 6 innings and the 8:30 time limit hasn't been reached, extra innings may be played.

PITCHING

- Pitchers will be allowed to pitch 3 innings per game (increased for 2023) or 75 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

- A pitcher may re-enter the game as long they stay within the 3 inning per game limit.
- A pitcher must be pulled after walking 5 batters in an inning.
- No curve/ breaking balls are permitted. **First offense**, a warning will be issued to the player and coach. **Second offense**, player and coach will be ejected from that game and the league coordinator advised. A fastball, knuckleball, and change-up are the only pitches allowed.

CMCBL players are eligible to play if they meet any one of these criteria.

- A. The player's age matches the age group on May 1st of the season year. For example, for 11U division, player must not turn 12 before May 1st of that season.
- B. The player's grade in school, in the spring of the season year, matches the majority of players at this level. 9U – 3rd grade or below; 11U – 4th or 5th grade; 13U – 6th or 7th grade; 16U – 8TH, 9TH, or 10th grade.
- C. Special exceptions can be requested by notifying league leaders. Exceptions will be communicated to all league communities.

Legal Bats are:

- 1) All bats made with the USSSA (1.15 BFP) or USA Baseball markings. (There is no limit on weight differential.)
- 2) BBCOR bats
- 3) Wood bats

First Offense shall be grounds for calling the batter out.

Second Offense, player and Head Coach shall be ejected from the game.

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/cmdbl

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.