



## 2026 CMCBL 9U 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 10<sup>th</sup> 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.

Pitching mound distance is 40'-43'. Bases are at 60'.

Bunting is not allowed.

### **“NO-WALK” RULE**

- If a batter gets 4 balls, coach (of hitting team) will pitch, continuing the at bat until ball is put in play or strikeout. The umpire will continue to call strikes during coach-pitch. Coaches should pitch from the rubber, at the same distance as players.
- The strike count will continue from kid-pitch to coach-pitch. Example: if count is 4 balls/2 strikes after kid-pitch, batter has 1 strike remaining during coach-pitch.
- A batter is awarded first base if hit by the pitch (by kid-pitch only)

### **BASERUNNING**

- Runners cannot steal or advance on bases on passed balls or wild pitches. This includes first base after a strike out.
- Runners cannot leave base until a ball crosses home plate. Base runners are not allowed to lead off, but may take a secondary lead when the ball crosses home plate.
- Runners are limited to advancing 1 base on all overthrows. Bad throws back to the pitcher are not “overthrows”, and runners can’t advance.
- 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 5<sup>th</sup> 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 2 innings per game or 75 pitches, whichever comes first. Any portion of an inning is considered an inning.
- Pitchers should be rested between outings as follows. Monday to Wednesday 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 2 inning per game limit.
- 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 1<sup>st</sup> of the season year. For example, for 9U division, player must not turn 10 before May 1<sup>st</sup> 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 – 3<sup>rd</sup> grade or below; 11U – 4<sup>th</sup> or 5<sup>th</sup> grade; 13U – 6<sup>th</sup> or 7<sup>th</sup> grade; 16U – 8<sup>TH</sup>, 9<sup>TH</sup>, or 10<sup>th</sup> 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.

At 9U, umpires will be instructed to call the game from behind the pitcher. This is for the safety of the umpires due to numerous past balls. Some umps may elect to call the game from behind the catcher.

Final scores are to be reported by the winning team to [www.quickscores.com/cmcb1](http://www.quickscores.com/cmcb1)

### **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.