

# CVBL MAJOR LEAGUE RULES

**THE CVBL IS A RECREATIONAL LEAGUE. ALL TEAMS ARE EXPECTED TO BE AN EVEN SPLIT OF TALENT FROM THEIR HOME CLUB/ORGANIZATION. SELECT TEAMS BASED ON AGE, GRADE, OR ABILITY WILL NOT BE ALLOWED!** Questions or concerns regarding this issue should be brought to CVBL director.

1. All players present at a game must be in the batting rotation at all times, unless an injury prevents that player from taking his/her turn at bat. If a player arrives after the start of the game, he/she is to be inserted into the last batting position on the lineup. If a player fails to appear at the plate for his/her turn at bat due to an injury or situation beyond control of the manager, no out shall be recorded provided that seven players remain actively in the batting order. A game may start with a team that has less than 9 players. No out will be recorded for the 8th or 9th spots in the order if only 7 or 8 players are present. A forfeit is declared when a team cannot field 7 eligible players.
2. All players present at a game must play a minimum of two complete innings on the field of play.
3. Each team will play 10 players in defensive positions unless team does not have 10 active players for game in which case 9 players will be allowed. Coaches should communicate prior to games starting. 10th players are not be allowed to play as "rovers" and should play in a traditional fielding spot.
4. A regulation game is declared over when:
  1. The visiting team is ahead after 6 complete innings.
  2. The home team is ahead any time the visitors have completed their 6th at bat.
  3. A game is scheduled for 1 hour and 30 minutes **with no new innings starting after 1 hour and 15 minutes**. (Game times may vary depending on location of game played, make sure to discuss with opposing coach + umpires before game starts)
  4. The game is considered a tie after 6 complete innings when the score is tied. There are no extra innings. (This rule does not apply in Championship or tournament games)
5. A game is declared over according to the 10 run rule when:
  1. The visiting team is behind by 10 or more runs at the conclusion of their 4th or 5th at bat.
  2. The home team is behind by 10 or more runs at the conclusion of their 4th or 5th at bat.
6. Due to time limitations, the visiting team will not come to bat at the top of a new inning when there is less than 15 minutes remaining prior to the start of the next scheduled game.
  1. Players are expected to hustle on and off the field.
  2. Coaches are reminded that intentionally stalling or giving outs while at bat to make strategic use of the time limit is not consistent with the spirit of the game.

3. Time loss due to injury, rain delay, or late start of a previous game will be added to the next scheduled game time.
4. **There is no time limit for the last game of the day if played by 2 Major League teams.** Game length restrictions will vary. Please communicate with host teams coach prior to contest to open lines of communication.
7. When the umpire calls a game due to the time limit, the game is complete and the score stands regardless of the number of innings that have been completed. Note: If the score is tied, the contest will be officially recorded as a tie.
8. The umpire will keep official record of time.
9. If a game is called by the umpire for any reason other than the time limit (weather, darkness etc) it will be a regulation game after 3 and one half innings played if any of the following are true:
  1. The visitors have completed their fourth at bat and are trailing at the moment that the game is called (Regardless if they are at bat or not)
  2. The home team has had at least four full at bats, was behind when they completed their last full at bat and remains behind regardless if they are now further or less behind.
  3. The home team has scored a sufficient number of runs in its half of the inning to tie the game at the moment the game is called. Note: This is a regulation game and it is recorded as a tie.
10. If a game is called by the umpire for any reason other than the time limit (weather, darkness etc) while either the 5th or 6th inning is in progress, the game is a suspended game if:
  1. The visiting team has scored one or more runs to tie the game and the home team has not yet had its full opportunity to take the lead.
  2. The visiting team has score the one or more runs to take the lead and the home run team had not yet taken the lead nor have they tied the game.

Note: The overall result of the rule is that if a game is called when the at bats are not equal between the home and visiting teams, and the visitor's team gained the advantage of tie due to the inequity, the home team is given its full opportunity to win the game or else the game is suspended. In the case where the visitors actually took the lead due to the inequity, the home team must be given its full opportunity to at least salvage a tie or else the game is suspended.

11. A suspended game is to be continued from the point of suspension at a time agreed upon by the team managers involved and league officials. All pitching limitations, substitutions, etc are to be as they were at the point where the game is suspended.
12. Other than a game called due to the time limit, all games which do not reach the regulations three and one half (home team ahead) or four complete innings as outlined previously shall be ruled "no game" are to be made a new game. Innings pitched do not count in any way.

13. Metal cleats are strictly prohibited.
14. Any player who throws his/her bat or helmet may be ejected from the game.
15. It is the base runner's responsibility to minimize violent collisions with the fielder at all times and locations along the base paths whether the fielder is in the act of fielding a hit ball, receiving put out throw or awaiting a put out throw by whatever means available (including sliding) when such situations arise. Any base runner who does not attempt to do this will be called out and if flagrant, be ejected from the game. Note: When a fielder, at the umpire's judgment, is obstructing the runners advance (without the ball), the runner is awarded that base which he/she would have advanced to had there been no obstruction. If however the base runner chooses to "steamroll" the fielder rather than minimize the contact, he will be called out.
16. **Pitching:**

One pitch thrown in any inning is counted as an inning pitched for that particular pitcher.

  1. A pitcher may pitch no more than 3 innings in a single game.
  2. A pitcher may pitch no more than six innings in a calendar week, Monday to Sunday.
  3. **One calendar day** of rest is required if a pitcher pitches 3 innings in one day, one pitch thrown is considered one inning.
  4. A coach may make only one trip to the mound to talk with his/her pitcher per inning. If a coach makes a second trip to the mound in the same inning, not counting trips due to injuries, the pitcher must be removed from the mound.
  5. A pitcher who is removed from the mound cannot return as a pitcher in that same game.
  6. Pitchers will receive 5 warm-up pitches between innings or when brought in to relieve. Umpires will be encouraged to move the games at a quick pace to ensure more game play.
17. **Base Stealing:**
  1. Runners may leave the base after the pitch crosses home plate. If a runner leaves early, he will be called out.
  2. Runners may advance on pass balls.
18. The batter cannot run on a dropped 3rd strike.
19. All bats must be certified by the new USA Baseball Bat Standard and have the USA Baseball stamp on them. 2 5/8" bats are allowed with no restriction of length to weight ratio (drop). 2 1/4" bats will still be allowed if they too are stamped with the USA Baseball stamp. NO EXCEPTIONS. Wood bats will also be allowed.
20. **If Major Team A needs a player to fill a roster spot for a game due to any circumstance, they may select a player from a Minor division team. No limit on the # of times that can occur. Vertical movement is allowed, not horizontal. Major Team A cannot fill a spot with a player from Major Team B.**

21. Sportsmanship: Umpires have been directed to insure a game that is fun, and promotes good sportsmanship. To promote these goals, the umpires HAVE THE DISCRETION to remove a player or coach from a game for any (but not limited to) the following reason:
1. Player who deliberately or maliciously throws a bat, helmet, or other object
  2. Any member of a team exhibiting behavior that is not in the spirit of fair play and good sportsmanship, especially if he/she has been previously warned about their behavior.
  3. Member of a team uses profane or objectionable language while on the field or in the dugout.
  4. No use of alcohol or tobacco products while in the dugouts or while on the field during play by managers, players, or coaches.
22. Managers and coaches are responsible for the attitudes and sportsmanship displayed by their team and should lead by example.