



CATHOLIC SCHOOL ATHLETIC ASSOCIATION
1949 GOLDSMITH LANE, SUITE 101, LOUISVILLE, KY 40218
456-2722

CSAA BASEBALL RULES

4TH Grade Division

- 1) Base distance is 60', pitching distance is 46'.
- 2) Games are five (5) innings and have a 1 ½ hour time limit. No new inning will begin after the time limit has expired. A new inning begins at the end of the last completed inning.
- 3) Hitters may not run on a dropped third strike by catcher.
- 4) Base Runners may not leave base until the ball crosses home plate. The penalty for leaving early results in the runner being called out.
- 5) A team leading by 10 or more runs at the completion of 4 innings shall be declared the winner due to the "10 run rule". The game will be called at the end of 3 ½ innings if the home team is ahead by ten runs and the visitor has completed their turn at bat.

6th Grade Division

- 1) Base distance is 70', pitching distance is 50'.
- 2) Games are six (6) innings and have a 1 ½ hour time limit. No new inning will begin after the time limit has expired. A new inning begins at the end of the last completed inning.
- 3) NFHS base running rules apply.
- 4) One balk warning will be given to each team per game. The base runner cannot be called out at any time if a balk takes place (including the warning balk).
- 5) A team leading by 10 runs or more at the completion of 4 innings shall be declared the winner due to the "10 run rule". The game will be called at the end of 3 ½ innings if the home team is ahead by ten runs and the visitor has completed their turn at bat.

8th Grade Division

- 1) Base distance is 90' pitching distance is 60'6".
- 2) Games are seven (7) innings and have a 1:45 time limit. No new inning will begin after the time limit has expired. A new inning begins at the end of the last completed inning.
- 3) NFHS base running rules apply.
- 4) A team leading by 10 runs or more at the completion of 5 innings shall be declared the winner due to the "10 run rule". The game will be called at the end of 4 ½ innings if the home team is ahead by ten runs and the visitor has completed their turn at bat.

GENERAL RULES FOR ALL CSAA BASEBALL DIVISIONS

CSAA baseball defaults to National Federation of High School Association (NFHS) rules except where CSAA special rules apply. These rules are listed below.

Home/Visitor - The first team listed on the schedule is the home team.

Forfeit time - There will be a ten (10) minute forfeit time from the regular scheduled game time for all divisions.

Game Balls - Both teams will provide one new and one "like new" baseball for each game. Both teams are responsible for retrieving all foul balls and returning them to the field of play.

Protest - All conflicts including rules' disagreements must be settled on the field at the time of the dispute. No protests are allowed per CSAA policy.

Uniforms, Cleats and Catcher Equipment - See the NFHS rule book for uniform details.

*Matching uniform jerseys with different numbers for each player are required.

*No metal cleats allowed.

*NOCSAE approved catcher's equipment is required (including hockey style masks that cover the ear)

*NOCSAE approved batting helmets must be worn at all times by any offensive player outside the dugout. (Helmet facemasks are not required but are encouraged)

Bats – All small barrel ($2\frac{1}{4}$ " barrel) and big barrel ($2\frac{5}{8}$ " and $2\frac{3}{4}$ " barrel) bats must have an official 1.15 BPF stamp (logo on left below) to be approved for CSAA play. BPF stands for Bat Performance Factor, and measures the how fast the ball comes off the bat. All aluminum or composite/aluminum bats must meet this standard to be legal during CSAA play.



Wood bats are also allowed if the bat is not altered in any way and meets the NFHS guidelines. BBCOR bats are also allowed and they must also have the stamp below.



Intentional Walks - No pitches will be thrown to an intentionally walked batter. The coach electing to walk a batter intentionally shall notify the umpire and the batter will proceed to first base at the umpire's direction.

Roster Batting - Roster batting is optional. Each team may bat 9; use an Extra Hitter (EH would make 10) or bat the entire roster. If you are batting the entire roster, free defensive substitutions are

allowed. When a team is roster batting and a player is deemed injured (as decided by the umpire) and unable to bat, then the player will be skipped without penalty. If continuous batting is not used, and a player is substituted for offensively, he may re enter one time during that game in the same batting position.

Speed Up Rule - This rule applies to the catcher only. Any player not currently in the batting order, or the last batted out, is allowed to run for the catcher at any time. (Coaches, make sure the catcher is putting on his equipment ASAP after being replaced by the courtesy runner in order to keep in the spirit of the rule)

Suspended or Shortened Game - If a game is called before completion of the CSAA regulated number of innings for rain, darkness or any other reason, it is considered a complete game if four (4) or more innings have been completed. If the home team is ahead after 3 1/2 innings the same applies. If less innings have been completed the game will be re scheduled from the point of suspension at the field managers discretion. The same rule applies during the tournament unless the minimum number of innings has been completed. In this case the game will be re started from the point of suspension.

Substitutions - NFHS substitution rules apply for all divisions.

Injury Causing a Player to Leave the Game - If a player becomes injured (as ruled by the umpire) and is unable to continue playing, his spot in the batting order shall be skipped with no penalty. Once the injured player leaves the batting order, he is done for the remainder of the game.

Pitching Rules - The penalty for not abiding by the pitching rules is suspension of the coach and forfeiture of the game where the violation took place.

***One pitch constitutes an inning pitched.**

1 inning only and the pitcher can pitch the next day.

2 - 3 innings pitched - one full day of rest.

4 - 7 innings pitched - three full days of rest.

9 innings maximum in a week. A week runs from Sunday through Saturday.

****Any pitcher (starter or reliever) who is pulled from pitching cannot return to the pitch in the same game regardless of the innings or number of pitches thrown.****

****Complete rosters must be turned in to the CSAA office before the first game****