



**CHAMBERSBURG SUBURBAN LEAGUE  
BASEBALL/SOFTBALL OPERATING  
MANUAL  
2026 SEASON**

Revised January 2026

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## 1: ORGANIZATION & OPERATING

Chambersburg Suburban League is unaffiliated with any organization, however, CSL will follow all Ripken and Babe Ruth Baseball rules and USA Softball rules unless noted in this manual. All CSL baseball/softball rules, regulations, and operations will be reviewed/revised annually by the CSL Executive Board.

Chambersburg Suburban will field teams playing in the following divisions:

- Baseball
  - T-Ball (6U)
  - Rookie (8U)
  - Minor (10U)
  - Major (12U)
  - 15U
- Softball
  - 6U: Normally grouped with T-ball
  - 8U
  - 10U
  - 12U
  - 14U
  - 16U
  - 18U

## 2: SEASONAL SCHEDULE

Spring

Registration	January – February
Team Practices	March 2026
Coaches' Meetings	March & April
Regular Season Games Begin	April 20, 2026
Regular Season Games End	June 13, 2026 (tentative)
Playoff Games/Championships	June 15 – July 3, 2025
All Star Week	July 6 – 11, 2026

Fall Season

Registration	July 2026
Team Practices	August 2026
Games Begin	August 17, 2026
Games End	October 2, 2026

\*CSL will schedule between 12-14 regular season games and a maximum of 8 fall season games for 12U and above.

\*CSL will schedule 12 regular season games and 8 fall season games for 10U and below.

\*No playoffs or all-star games are scheduled for the fall season.

### **3: RESIDENCY REQUIREMENTS/COMMUNITY BOUNDARY**

Residence, reside, and residing refers to a place of legitimate continuous habitation. A place of residence once established shall not be considered changed unless the parents, parent, or guardian(s) make a legitimate change of residence.

Chambersburg Suburban League consists of all community school boundaries: Big Spring, Chambersburg Borough, Fairfield, Fayetteville, Franklin Township, Greenvillage, Guilford, Hamilton Heights, Lurgan, Marion, McConnellsburg, Mercersburg Borough, New Franklin, Path Valley, Scotland, Shippensburg Borough, South Hamilton, St. Thomas, Penn Mar, Upper Adams, and Waynesboro.

A player will be deemed to reside within the community school boundary if:

1. His/her parents are living together and reside within the defined community school boundary, or
2. Either of the player's parents (or his/her court appointed legal guardian) resides within the community school boundary.

### **4: REGISTRATION**

All players and parents or legal guardians will register to play baseball/softball within the school community boundary where they reside. The community league within their respective school boundary will determine league registration fees and other fees as necessary.

## 5: LEVELS OF COMPETITION

### 5a: BASEBALL

Playing age is determined by the players' age as of May 1 of the current season.

#### Birth Chart for 2026 – Baseball Divisions

AGE	GRADE	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	JAN	FEB	MAR	APR
8u	2nd	2017	2017	2017	2017	2017	2017	2017	2017	2018	2018	2018	2018
9u	3rd	2016	2016	2016	2016	2016	2016	2016	2016	2017	2017	2017	2017
10u	4th	2015	2015	2015	2015	2015	2015	2015	2015	2016	2016	2016	2016
11u	5th	2014	2014	2014	2014	2014	2014	2014	2014	2015	2015	2015	2015
12u	6th	2013	2013	2013	2013	2013	2013	2013	2013	2014	2014	2014	2014
13u	7th	2012	2012	2012	2012	2012	2012	2012	2012	2013	2013	2013	2013
14u	8th	2011	2011	2011	2011	2011	2011	2011	2011	2012	2012	2012	2012
15u	9th	2010	2010	2010	2010	2010	2010	2010	2010	2011	2011	2011	2011
16u	10th	2009	2009	2009	2009	2009	2009	2009	2009	2010	2010	2010	2010
17u	11th	2008	2008	2008	2008	2008	2008	2008	2008	2009	2009	2009	2009
18u	12th	2007	2007	2007	2007	2007	2007	2007	2007	2008	2008	2008	2008

Players can be moved to a division either up or down at the discretion of the league's Divisional Representative.

#### 5a.1: INSTRUCTIONAL DIVISION/6U BASEBALL

The Chambersburg Suburban League offers Instructional (6U) Division for players ages 4 – 6. This division is *instructional with the intent of developing the skills of players* to progress to the Minor and Major Divisions. Below are the amended rules that CSL have implemented for this division:

1. The game length is four (4) innings, minimum; games should not exceed two (2) hours.
  - a. 1<sup>st</sup> and 2<sup>nd</sup> innings both teams will use the batting tee.
  - b. The 3rd and 4th innings the teams have the option of using coach pitch.
  - c. Batters should get a MAXIMUM of four (4) pitches to get a hit. After four (4) pitches a batting tee should be brought in.
2. Every hitter hits each inning. Runners move one base at a time. The last batter clears the bases.
3. No score will be kept.
4. Bats must be marked with the USA Bat stamp.
5. Every player plays defensively on the field during an inning.
6. One player will stand beside the manager/coach who is pitching and field that position.
7. Recommended pitching distance is 35'.

### 5a.2: ROOKIE DIVISION/8U BASEBALL

The Chambersburg Suburban League offers Rookie (8U) Division for players ages 7 – 8. This division is *instructional with the intent of developing the skills of players* to progress to the Minor and Major Divisions. Below are the amended rules that CSL have implemented for this division:

1. Ten (10) players will be used to field a team. There will be one player for each of the normally aligned infield and four (4) outfielders.
2. All players present at the beginning of a game will be entered in the batting order. If a player arrives once the game has commenced, the late player must be added to the bottom of the originally submitted lineup. No player shall be added after the 4<sup>th</sup> inning. This is to ensure the player participates in 6 defensive outs per game. This will apply to all regular season and post season games.
3. A batter may receive greater than 6 pitches during an at bat when the coach is pitching.
4. There is no dropped third strike. The batter is out regardless of the catcher catching the ball.
5. There will be no leading or stealing of bases and no bunting.
6. There is no infield fly rule.
7. Courtesy Runner
  - a. Teams may substitute a runner for their catcher or pitcher when there are two (2) outs in the inning.
  - b. When batting the entire lineup, the last person at bat, who did not reach base, shall be used as the courtesy runner.
  - c. A player cannot substitute as a runner for the pitcher and catcher in the same inning.
  - d. Ineligible players may not be a courtesy runner.
8. Sliding is mandatory for all contested plays at home plate.
  - a. If the runner does not slide, he/she could possibly be called out depending on the umpire's judgment of how the play develops and if it was safer for the runner to run straight through and past home plate to avoid a possible dangerous situation.
9. Teams may score up to five (5) runs per inning. After the fifth run is scored, teams will immediately switch offense/defense. (Exception: Either team may score more than five runs in the 6<sup>th</sup> inning.)
10. Games will be played to full 6 innings or until darkness.
  - a. No 10-run rule unless adopted by the coaches of the division and approved by the VP of Baseball.
  - b. If a game is called due to darkness the game is suspended and shall be made up later.
11. A chalk line shall be placed halfway between 1<sup>st</sup> and 2<sup>nd</sup>, 2<sup>nd</sup> and 3<sup>rd</sup>, and 3<sup>rd</sup> and home plate for a reference point for the umpire to determine the position of the runners when an infielder has possession of the ball.
  - a. Possession means the infielder must have the ball in their own glove or hand, and be in the immediate infield, this includes foul territory.
  - b. Infielders need to put their hands in the air when they get the baseball while standing in the infield to signify the play is dead.

12. Managers or a designated adult will pitch to their players during innings 1, 2, 5, and 6, plus any extra innings.
13. No player may pitch more than one (1) innings per game and three (3) innings per week.
14. After four (4) walks by a player-pitcher, the manager will pitch to his/her players. A hit batter will count as two walks in an inning. Two hit batters in an inning and the player-pitcher must be removed.
15. If a manager is hit by a batted ball while pitching, the ball is dead, “No Pitch” shall be called by the umpire, and no runners may advance.
16. Pitchers will follow the rules for the pitch count as adopted by CSL.

AGE	DAILY MAX PITCHES	INNINGS CAP PER DAY	0 DAY	1 DAY	2 DAY
7-8	50	2 Innings	1-20	21-35	36-50

17. Umpire
  - a. The home team has the responsibility of supplying the plate umpire and the visiting team shall supply the base umpire for each scheduled game.
  - b. A certified umpire may overrule a noncertified umpire if the ruling is a misunderstanding of the rules by the noncertified umpire.
  - c. A certified umpire may not overrule a noncertified umpire on a “judgement” call.
    - i. Both umpires may meet and discuss a ruling and try to come to a correct ruling when it is deemed necessary.

### 5a.3: MINOR DIVISION/10U BASEBALL

The Chambersburg Suburban League offers Minor (10U) Division for players ages 9 – 10. This division is *instructional with the intent of developing the skills of players* to progress to the Major Division. Below are the amended rules that CSL have implemented for this division:

1. Ten (10) players will be used to field a team. There will be one player for each of the normally aligned infield and four (4) outfielders.
2. All players present at the beginning of a game will be entered in the batting order. If a player arrives once the game has commenced, the late player must be added to the bottom of the originally submitted lineup. No player shall be added after the 4<sup>th</sup> inning. This is to ensure the player participates in 6 defensive outs per game. This will apply to all regular season and post season games.
3. Games will be 6 innings.
4. Teams may score up to five (5) runs per inning. After the fifth run is scored, teams will immediately switch offense/defense. (Exception: Either team may score more than five runs in the 6<sup>th</sup> inning.)
5. Games will be 6 innings with the following exceptions.
  - a. The ten (10) run rule will be utilized. The game will conclude upon the visiting team losing by more than 10 runs after they have batted 5 times or the home team losing by more than 10 runs after they have batted 5 times.

- b. If a game is called due to darkness the game is suspended and shall be made up later.
- 6. There is no dropped third strike. The batter is out regardless of the catcher catching the ball.
- 7. Stealing
  - a. Runners may steal 2<sup>nd</sup> and 3<sup>rd</sup> but not home, except:
    - i. If the ball is dropped/not caught when the catcher returns the ball to the pitcher.
    - ii. A play is made on any base runner.
  - b. Runners may not leave their bases until the ball has reached or passed home plate.
- 8. Bunting is permitted.
  - a. A fake bunt and swing is not permitted.
  - b. The 1<sup>st</sup> and 2<sup>nd</sup> time this happens it will be called a warning from the home plate umpire and the defense can choose to take the result of the play. If the defense does not choose to take the result of the play, then the play is “dead”, and the result is a strike on the batter.
  - c. Any subsequent attempt in a game the batter is automatically called out.
- 9. Courtesy Runner
  - a. Teams may substitute a runner for their catcher or pitcher when there are two (2) outs in the inning.
  - b. When batting the entire lineup, the last person at bat, who did not reach base, shall be used as the courtesy runner.
  - c. A player cannot substitute as a runner for the pitcher and catcher in the same inning.
  - d. Ineligible players may not be a courtesy runner.
- 10. Sliding is mandatory for all contested plays at home plate.
  - a. If the runner does not slide, he/she could possibly be called out depending on the umpire’s judgment of how the play develops and if it was safer for the runner to run straight through and past home plate to avoid a possible dangerous situation.
- 11. No balks shall be called on pitchers.
- 12. Pitchers will follow the rules for the pitch count as adopted by CSL.
- 13. Upon a pitcher reaching the 60-pitch limit, they shall be allowed to finish pitching to the current batter but will not be allowed to start pitching to another batter.

AGE	DAILY MAX PITCHES	INNINGS CAP PER DAY	0 DAY	1 DAY	2 DAY	3 DAY
9-10	60	3 innings	1-20	21-35	36-50	51+

- 14. Umpire
  - a. The home team has the responsibility of supplying the plate umpire and the visiting team shall supply the base umpire for each scheduled game.
  - b. A certified umpire may overrule a noncertified umpire if the ruling is a misunderstanding of the rules by the noncertified umpire.
  - c. A certified umpire may not overrule a noncertified umpire on a “judgement” call.

- i. Both umpires may meet and discuss a ruling and try to come to a correct ruling when it is deemed necessary.

#### **5a.4: MAJOR DIVISION/12U BASEBALL**

The Chambersburg Suburban League offers Major (12U) Division for players ages 11 – 12. This division is a competitive division for players with advanced skills and understanding of the game. Below are the amended rules that CSL have implemented for this division:

1. Communities with only one team, rostering 8 or more 12-year-olds, must play at the American level, except as approved by the divisional representatives and the VP of Baseball. Otherwise, with one (1) team, the level of play is optional.
2. **American Division** will play by Cal Ripken Baseball Rules only.
3. **National Division** will be like the American Division with the following exceptions:
  - a. There is no dropped third strike. The batter is out regardless of the catcher catching the ball.
  - b. The balk rule may be enforced, but on a consistent basis across all games for the entirety of the season. Enforcement shall be discussed at the March/April coach's meetings with the Divisional Representative. Options will be to enforce the rule (consistent with the American Division) or simply issue warnings and not have runners move up a base.
  - c. There will be no stealing home on a passed ball. Once the runner reaches 3<sup>rd</sup> base, he/she must be hit home or may advance to home if a "play" is made on the runner at 3<sup>rd</sup> base or a baserunner at any base. This is consistent with the Minor Division.
4. Games will be 7 innings.
5. The ten (10) run rule will be utilized. The game will conclude upon the visiting team losing by more than 10 runs after they have batted 5 times or the home team losing by more than 10 runs after they have batted 5 times.
  - a. If a game is called due to darkness the game is suspended and shall be made up later.
6. Dropped 3<sup>rd</sup> strike of an at bat is not an out.
7. Bunting is permitted.
  - a. A fake bunt and swing is not permitted.
  - b. The 1<sup>st</sup> and 2<sup>nd</sup> time this happens it will be called a warning from the home plate umpire and the defense can choose to take the result of the play. If the defense does not choose to take the result of the play, then the play is "dead", and the result is a strike on the batter.
  - c. Any subsequent attempt in a game the batter is automatically called out.
  - d. If a pitcher stops his/her motion and does not throw the baseball home (because the batter "squares to bunt") the umpire shall follow the balk rules.
8. Courtesy Runner
  - a. Teams may substitute a runner for their catcher or pitcher when there are two (2) outs in the inning.
  - b. When batting the entire lineup, the last person at bat, who did not reach base, shall be used as the courtesy runner.

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- c. A player cannot substitute as a runner for the pitcher and catcher in the same inning.
  - d. Ineligible players may not be a courtesy runner.
9. Sliding is mandatory for all contested plays at home plate.
- a. If the runner does not slide, he/she could possibly be called out depending on the umpire's judgment of how the play develops and if it was safer for the runner to run straight through and past home plate to avoid a possible dangerous situation.
10. Pitching
- a. For these rules one (1) pitch to a batter shall constitute an inning.
  - b. An established pitcher shall be allowed five (5) warm up pitches.
  - c. A new pitcher shall be allowed eight (8) warm up pitches.
  - d. Pitchers may not pitch more than ten (10) innings in a calendar week. The calendar week is from 12:01 AM Monday until 11:59 PM Sunday.
  - e. Violation of the pitching rules:
    - i. A pitcher becomes an ineligible player, and the rulings of the appropriate rule book shall apply. This shall be applicable for 48 hours, if not noted at the game.
  - f. Balks
    - i. The balk rule will be enforced.
    - ii. Each pitcher will receive 2 warnings with no awards given to the runners.
    - iii. On the 3<sup>rd</sup> balk call, the rule will be enforced as per the official rule book.
  - g. Coaches should share pitch counts with the opposing team after each half inning.
  - h. Coaches should sign the opposing team's score book at the end of each game documenting the total pitch counts for the game.
11. Pitchers will follow the rules for the pitch count as adopted by CSL.
12. Upon a pitcher reaching the 75-pitch limit, they shall be allowed to finish pitching to the current batter but will not be allowed to start pitching to another batter.

<b>AGE</b>	<b>DAILY MAX PITCHES</b>	<b>INNINGS CAP PER DAY</b>	<b>0 DAY</b>	<b>1 DAY</b>	<b>2 DAY</b>	<b>3 DAY</b>
11-12	75	4 innings	1-25	26-45	46-60	61+

13. Umpire
- a. The home team has the responsibility of supplying the plate umpire and the visiting team shall supply the base umpire for each scheduled game.
  - b. A certified umpire may overrule a noncertified umpire if the ruling is a misunderstanding of the rules by the noncertified umpire.
  - c. A certified umpire may not overrule a noncertified umpire on a "judgement" call.
    - i. Both umpires may meet and discuss a ruling and try to come to a correct ruling when it is deemed necessary.

### **5a.5: ADDITIONAL RULES 12U and BELOW**

The following are additional rules applying to all divisions unless otherwise noted.

1. Bats

- a. All non-wood bats must have a USA Bat sticker or BBCOR .50
- b. Bat barrel is 2-5/8.”
- c. Wood bats are allowed.

2. Floaters

- a. As an alternative to forfeiture of games when there is a lack of required number of players communities may have lower-level rostered players participate in the next level of play. This is called the “Floater Rule”, and the following criteria must be met:
  - i. If there is a conflict with the player’s regular team, the regular team has priority.
  - ii. Players may float for more than one team (ex: 10U players can float to multiple 12U teams within a community)
  - iii. Regularly rostered players are to be given priority over “floaters”. However, those called to float should be given the opportunity to play the minimum innings that are required by that division (*but not required*).
  - iv. Players who float will **NOT** pitch.
  - v. A community’s entire roster at the lower level will be eligible as floaters. The idea is to make sure games are played.
  - vi. There will be **no floating down** a division or level, unless approved by the Divisional Representative and the VP of Baseball.
  - vii. Bi-level Divisions, those communities that have at least two teams in these divisions may float a National player to an American level (12U, 15U, & 18U)
  - viii. Communities with two teams within the same level may **not** float between teams. Floating can only occur upwards and **not** across divisions (one 12U American level team cannot utilize players from another 12U American level team within the same community.)
  - ix. Players must float upwards (a 12U National level player would float up to a 12U American level or a 10U player may float up to the National level or even American level if needed.)

3. Line Ups/Pre-Game

- a. If a team has less than 12 players, then they are required to bat every player who is present at the beginning of the game.
- b. If a team has 12 or more players, they are required to bat 11 players in their original line up (may bat entire roster) to provide each player with the required one (1) at bat.
- c. If a player arrives once the game has commenced, the late player must be added to the bottom of the originally submitted lineup (unless the team has 12 or more players).
- d. No player may be added after the 4<sup>th</sup> inning.
- e. If a player must leave a game early for another engagement or if a player becomes sick/injured, then that spot in the batting order is just skipped over **without** an out being forced unless the team is **not** batting their entire roster.

- i. The reasoning is because at the 12U level, ALL players might already be in the batting order, and you might not have any substitutes to put in for the player this is being removed.
      - ii. If batting everyone no out will be recorded.
    - f. The visiting team must be permitted 15 minutes of field time prior to the start of the game.
  4. Playoffs
    - a. For the 2026 season ALL teams in all Divisions are eligible for the playoffs.
    - b. Divisional Representatives will brief coaches at the annual coaches meeting on how it will be handled.
  5. How to reschedule make up games due to inclement weather.
    - a. Immediate call to cancel game. The home team coach has 48 hours to provide a make-up date from the date of cancellation to the visiting team's coach.
      - i. If the home team does not contact the visiting team within 48 hours, the visiting team coach will contact their Divisional Representative.
    - b. Visiting teams coach has 48 hours to reply.
      - i. If the visiting team does not reply within 48 hours, the home team coach will contact Divisional Representative.
    - c. Just because you send a message does not constitute contact: the entire loop must be closed. Communication is only made when we have a response.
    - d. If you get no response, the coach should then contact the Divisional Representative. Then, the Divisional Representative would contact the other coach. If the Divisional Representative is not successful in assisting with the makeup date, then the Divisional Representative will contact the VP of Baseball.

#### **5a.6: 15U BASEBALL**

The Chambersburg Suburban League offers baseball for players ages 13-15. This Division is not sanctioned under Babe Ruth Baseball but will play by Babe Ruth Baseball rules and regulations, except as amended by CSL. This division is a competitive division for players with advanced skills and understanding of the game.

**All Division** will play by CSL SOP's and Babe Ruth Baseball Rules Only.

1. Communities with only one team, rostering 8 or more 15-year-olds, must play at the American level, except as approved by the divisional representative and the VP of baseball. Otherwise, with one (1) team, the level of play is optional.
2. Games will be 7 innings.
3. The ten (10) run rule will be utilized. The game will conclude upon the visiting team losing by more than 10 runs after they have batted 5 times or the home team losing by more than 10 runs after they have batted 5 times.
4. A floater will not play defense ahead of a rostered player and will not start if there are 9 or more rostered players at the game.
5. Courtesy Runner

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- a. Teams may substitute a runner for their catcher or pitcher when there are two (2) outs in the inning.
- b. When batting the entire lineup, the last person at bat, who did not reach base, shall be used as the courtesy runner.
- c. A player cannot substitute as a runner for the pitcher and catcher in the same inning.
- d. Ineligible players may not be a courtesy runner.
6. Sliding is mandatory for all contested plays at home plate.
  - a. If the runner does not slide, he/she could possibly be called out depending on the umpire's judgment of how the play develops and if it was safer for the runner to run straight through and past home plate to avoid a possible dangerous situation.
7. Dropped 3<sup>rd</sup> strike of an at bat is not an out.
8. Pitching
  - a. For all pitchers, an established pitcher shall be allowed five (5) warm up pitches, a new pitcher shall be allowed eight (8) warm up pitches. For these rules one (1) pitch to a batter shall constitute an inning.
  - b. Balks- The balk rule will be enforced.
  - c. Coaches should share pitch counts with the opposing team after each half inning.
  - d. Coaches should sign the opposing team's score book at the end of each game documenting the total pitch counts for the game.
  - e. Pitchers and coaches will follow the rules for the pitch count that CSL has adopted.
  - f. If a pitcher has the availability pitches, a pitcher could pitch in two (2) games in a day.

AGE	DAILY MAX PITCHES	INNINGS CAP PER DAY	0 DAY	1 DAY	2 DAY	3 DAY	4 DAY
13-15	95	None	1-30	31-45	46-55	56-65	66+

9. Umpire
  - a. The home team has the responsibility of supplying the plate umpire and the visiting team shall supply the base umpire for each scheduled game.
  - b. A certified umpire may overrule a noncertified umpire if the ruling is a misunderstanding of the rules by the noncertified umpire.
  - c. A certified umpire may not overrule a noncertified umpire on a "judgement" call.
    - i. Both umpires may meet and discuss a ruling and try to come to a correct ruling when it is deemed necessary.
  - d. All organizations shall endeavor to provide certified umpires for home games by either USA Baseball and/or NFHS.

### 5a.7: ADDITIONAL BASEBALL RULES

1. Floaters (see Page 12).

2. Playoffs
  - a. For the 2025 season ALL teams in all Divisions are eligible for the playoffs.
  - b. Divisional Representatives will brief coaches at the annual coaches meeting on how it will be handled.
3. How to reschedule make up games due to inclement weather.
  - a. Immediate call to cancel game. The home team coach has 48 hours to provide a make-up date from the date of cancellation to the visiting team's coach.
    - i. If the home team does not contact the visiting team within 48 hours, the visiting team coach will contact their Divisional Representative.
  - b. Visiting teams coach has 48 hours to reply.
    - i. If the visiting team does not reply within 48 hours, the home team coach will contact Divisional Representative.
  - c. Just because you send a message does not constitute contact: the entire loop must be closed. Communication is only made when we have a response.
  - d. If you get no response, the coach should then contact the Divisional Representative. Then, the Divisional Representative would contact the other coach. If the Divisional Representative is not successful in assisting with the makeup date, then the Divisional Representative will contact the VP of Baseball.
4. There will be **no new inning** started at **8pm or later** for daylight scheduled games for all levels of baseball
5. Once a pitcher is removed from the mound, the same pitcher can no longer return to pitch in the same game for all levels of baseball.
6. PENALTY for pitch count violations: If a pitch count violation is reported and confirmed by CSL executive board, that game will be forfeited and a fine will be assessed. 1<sup>st</sup> violation \$50.00, 2<sup>nd</sup> violation \$100.00, 3<sup>rd</sup> and subsequent violations \$150.00 and disciplinary hearing before CSL executive board.

#### 5b: SOFTBALL

Playing age is determined by the player's age as of September 1 of the current season.

### **Birth chart for 2026 – 2027 season**

SEP	OCT	NOV	DEC	JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	AGE	DIVISION
2019	2019	2019	2019	2020	2020	2020	2020	2020	2020	2020	2020	5	6U
2018	2018	2018	2018	2019	2019	2019	2019	2019	2019	2019	2019	6	6U
2017	2017	2017	2017	2018	2018	2018	2018	2018	2018	2018	2018	7	8U
2016	2016	2016	2016	2017	2017	2017	2017	2017	2017	2017	2017	8	8U
2015	2015	2015	2015	2016	2016	2016	2016	2016	2016	2016	2016	9	10U
2014	2014	2014	2014	2015	2015	2015	2015	2015	2015	2015	2015	10	10U
2013	2013	2013	2013	2014	2014	2014	2014	2014	2014	2014	2014	11	12U
2012	2012	2012	2012	2013	2013	2013	2013	2013	2013	2013	2013	12	12U
2011	2011	2011	2011	2012	2012	2012	2012	2012	2012	2012	2012	13	14U
2010	2010	2010	2010	2011	2011	2011	2011	2011	2011	2011	2011	14	14U
2009	2009	2009	2009	2010	2010	2010	2010	2010	2010	2010	2010	15	16U
2008	2008	2008	2008	2009	2009	2009	2009	2009	2009	2009	2009	16	16U
2007	2007	2007	2007	2008	2008	2008	2008	2008	2008	2008	2008	17	18U
2006	2006	2006	2006	2007	2007	2007	2007	2007	2007	2007	2007	18	18U

Players can be moved to a division up at the discretion of the league’s Divisional Representative or Community President.

**5b.1: INSTRUCTIONAL DIVISION/6U SOFTBALL**

The Chambersburg Suburban League offers Instructional (6U) Division for players ages 4 – 6. This division is *instructional with the intent of developing the skills of players* to progress to the 8U & 10U Divisions. Below are the amended rules that CSL have implemented for this division:

1. The game length is four (4) innings, minimum; games should not exceed two (2) hours.
  - a. 1<sup>st</sup> and 2<sup>nd</sup> innings both teams will use the batting tee.
  - b. The 3<sup>rd</sup> and 4<sup>th</sup> innings the teams have the option of using coach pitch.
  - c. Batters should get a MAXIMUM of four (4) pitches to get a hit. After four (4) pitches a batting tee should be brought in.
2. Every hitter hits each inning. Runners move one base at a time. The last batter clears the bases.
3. No score will be kept.
4. Bats must be marked with the USA Bat stamp.
5. Every player plays defensively on the field during an inning.
6. One player will stand beside the manager/coach who is pitching and field that position.
7. Recommended pitching distance is 35’.

## **5b.2: INSTRUCTIONAL DIVISION/8U SOFTBALL**

The Chambersburg Suburban League offers Instructional (8U) Division for players ages 5 - 8. This division is *instructional with the intent of developing the skills of players* to progress to the 10U Division. Below are the amended rules that CSL have implemented for this division:

1. The home team must supply an umpire behind the plate. The visiting team must be given the option to supply an umpire for the field.
  - a. Umpires should preferably be at least 18 years of age.
  - b. The strike zone should be larger in relation to the batter to encourage the players to swing the bat.
2. 10 players may be used in the field.
  - a. In this case there will be four outfielders. You must keep outfielders on the grass in their normally aligned positions.
  - b. Coaches can also be on the field.
  - c. Games can start with 8 players but if the 9th position comes up to bat and there is no one to fill it, an out is issued to the team up to bat.
  - d. If a team must reschedule due to player availability the game must be made up before the end of the regular season. If the teams can't agree upon a new date the Division Representative will decide as to who is awarded the win and loss. A tie is an option if the situation warrants it.
3. No stealing, bunting, slapping, or infield fly rule.
4. Score IS to be kept in either an app or on paper, both sides must present a batting line up to the opposite team.
5. Every player MUST be in the batting line up.
6. Coaches or an adult will pitch to their players during innings 1, 2, 5, and 6.
  - a. NO walks may be issued during this time.
  - b. Coaches must start with a foot on the mound and pitch the ball at a height that does not exceed the player's height.
  - c. The player who is in the "pitcher's position" must have at least 1 foot inside of the pitcher's circle.
  - d. Umpires MUST call the pitches as balls & strikes during coach pitch. Players may strikeout looking if they do not swing. Once the count is 3 balls and 2 strikes the player must hit the ball or is out. If the ball is fouled off the player has another chance. If an adult is accidentally hit by a batted ball while pitching, the ball is still in play.
7. A player will pitch during the 3rd & 4th innings.
  - a. Players may only pitch one inning per game.
  - b. The pitching rubber will be set at 35 feet, but the players may move up to the front of the pitching circle.
    - i. Coaches' discretion shall be used to move the pitcher back to the mound if players safety is in question. i.e. if the pitcher has the ability to pitch from the mound, she should so the batters can react appropriately.
  - c. During player pitch, batters that are hit by a pitch before the ball hits the ground are to take their base and this counts as a walk i.e. if the ball it's the ground first then

- hits the player, the player is to remain batting until she hits, walks, or strikes out.  
Players can NOT advance to first after getting hit by a pitch during coach pitch.
8. After 3 walks (Hit by pitch counts as walk) by player pitching in an inning, an adult will pitch for the remainder of that inning.
    - a. Once a coach comes in, the pitcher must stay in that position.
  9. Base runners may leave when the ball is hit.
    - a. If the player leaves early the play is dead and resets back to the original position before the pitch was made.
    - b. There is no stealing in 8U SOFTBALL.
      - i. They may not advance on a passed ball or on an errant throw from the catcher back to the pitcher.
      - ii. Runners only advance on a batted ball or a walk/hit by pitch during player pitch innings.
      - iii. Runners may not advance on any overthrow made by fielders.
  10. 4 Run limit per inning.
    - a. Except for the 6th inning. In the 6th inning teams MAY continue to bat until three outs are recorded. If you are beating a team by a large margin, it is recommended that you only score 4 and move into the bottom of the inning.
  11. Runners may continue to run until a ball that was hit to the outfield (in the air or on the ground) is back into the player (NOT THE COACH) in the pitching position in the circle.
    - a. There is a 3ft line that needs to be placed between the 1st & 2nd, 2nd & 3rd, and 3rd & home plate to help position runners when the ball is returned to the infield properly and play is stopped.
    - b. The pitcher's circle is the chalked circle around the pitcher's rubber, also commonly referred to as "plate". The circle has a diameter of 16 feet. This means that the circle observes an 8-foot radius which starts right from the middle of the front surface of the rubber.
  12. There is a 2-hour time limit on all games with a 6-inning max. Extra innings can be played if both teams agree. If extra innings are played the game will be complete if one team fails to score after both teams have batted. The total game (including extra inning) will not exceed 2.5 hours
  13. All players need to wear a defensive mask at all of the defensive positions.
  14. All batting helmets must have a mask to protect their face.

### **5b.3: 10U SOFTBALL**

The Chambersburg Suburban League offers 10U Division for players ages 8 - 10. This division is still *instructional with the intent of developing the skills of players* to progress to the 12U Division but the instruction is focused on intermediate game play and intermediate skills. Below are the amended rules that CSL have implemented for this division:

1. 10U games are 6 innings. Pitching distance is 35 feet
2. Teams can play with 9 players or 10 players in the field but must start the game with 8 players.
3. No infield fly rule and No dropped 3rd strike

4. LOOK BACK RULE – Begins when the pitcher has the ball in the circle and Batter-Runner touches a base.
5. No Walks. Each inning will begin with a 10u player pitching. If the 10u pitcher pitches 4 balls a coach of the team at bat will pitch to their batter for the remainder of the at bat.
  - a. The coach will assume the current strike count and the batter must hit or strike out. For example the player pitches 1 strike and 4 balls, the opposite coach enters and then pitches until the batter hits the ball or strikes out after 2 strikes are thrown from the coach.
  - b. The player can foul off any amount of balls.
  - c. Coaches must pitch with a foot on the rubber at 35 feet.
  - d. The 10u pitcher must remain in the circle when the coach pitches.
  - e. There are NO Steals when a Coach is pitching.
  - f. Any ball hit with the coach pitching, the coach must make an effort to stay out of the play. The ball is live until the ball is returned to the player pitcher in the circle.
6. Bunting is allowed, if a batter squares to bunt - must bunt can't slap or swing away. Players are not permitted to bunt when a coach is pitching. Penalty – Dead Ball & Batter is out!!!
7. Slap hitting is allowed.
8. Stealing is only permitted when a 10u player is pitching. Runner(s) may only leave the base when the ball crosses the plate.
  - a. When a runner leaves their base before the ball crosses the plate – No Pitch / Dead Ball will be called & the base runner will be out.
9. Runners must return to their base when the ball is returned to the pitcher in the pitching circle.
10. Runners can only steal one base at a time throughout the game. If runners are on 1st & 3rd and the runner on 1st attempts to steal 2nd and the catcher's throw goes into center field, the runner on 3rd must stay on 3rd base. She cannot go home. Runners cannot "steal" home unless the defense attempts a pickoff play to a runner on 3rd base.
11. 4 run rule limits first 4 innings.
12. Pitchers are allowed to pitch 3 innings per game. (one pitch = one inning pitched)
13. All players wear a face mask

#### **5b.4: 12U SOFTBALL**

The Chambersburg Suburban League offers 12U Division for players ages 9 - 12. This division is competitive with minor instruction with the intent of developing advanced game play and skills of players to progress to the 14U Division. Below are the amended rules that CSL have implemented for this division:

1. Will play 7 innings.
2. Pitching distance is 40 feet.
3. 3 run rule limit first 3 innings.
4. Runner may steal when pitch is released
5. Dropped 3rd strike & infield fly rule in effect.
6. Pitchers are allowed to pitch 4 innings per game. (one pitch = one inning pitched)

7. Pitchers and Infield required to wear facemask
8. It is recommended pitchers wear a chest shield.

#### **5b.5: 14U SOFTBALL**

The Chambersburg Suburban League offers 14U Division for players ages 12 - 14. This division is competitive with minor instruction with the intent of developing advanced game play and skills of players to progress to the 16U Division. Below are the amended rules that CSL have implemented for this division:

1. Will play 7 innings.
2. Pitching distance is 43 feet.
3. 3 run rule limit first 2 innings.
4. Pitchers are allowed to pitch 5 innings per game. (one pitch = one inning pitched)
5. Pitchers will wear a facemask; recommended for infield.
6. It is recommended pitchers wear a chest shield.

#### **5b.6: 16U/18U SOFTBALL**

The Chambersburg Suburban League offers 16U/18U Division for players ages 14 - 18. This division is competitive with little to no instruction with the intent of mastering the advanced game play and skills of players. Below are the amended rules that CSL have implemented for this division:

1. Will play 7 innings.
2. Pitching distance is 43 feet.
3. Will play a regulation game with NO run rule limits.
4. No pitching limits.
5. Pitchers will wear a facemask; recommended for infield.
6. It is recommended pitchers wear a chest shield.

#### **5b.7: ADDITIONAL SOFTBALL RULES**

1. Games will have a 1-hour and 45-minutes time limit. The game is started upon the pitcher taking the first warm up pitch.
2. 10U and above, the home plate umpire is the responsibility of the home team.
  - a. Coaches need to check the umpire scheduling system for assignment and confirmation.
  - b. On time Umpires will be paid \$65 & Paid Before the Game Starts. \$15 show up fee if the game is cancelled & umpire is not contacted 1 hour before the game. If an umpire is late the total amount reduces by \$5 for every 15 mins after the scheduled start time.
3. Complete inning. If you have 1 minute left you need to start another inning. The inning is started upon the pitcher taking the first warm up pitch.
4. For 10U and above, if a playoff game ends in a tie or time expires, international tie breaker rules will be used to determine a winner.
  - a. Pitching requirements are repeated as if a new game is being played.

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- b. If a game is tied and called because of darkness or weather, the regular season game will result in a tie. If it's a playoff game the score will revert to the previous inning's score as the final score.
5. 10U & 12U must have 4 innings and 14U & 16/18U 5 innings to be considered a complete game, unless the mercy rule applies.
6. When 2 games are scheduled at the same complex with lights and using the same umpire for both games with the first game starting at 6 PM, finish the inning is in effect starting at 7:30. NO NEW INNING will start after 7:45 so we can possibly start the second game at 8 PM
7. All age divisions have a 15-run rule after 3 innings, 12 run rule after 4 innings, and 10 rule after 5 innings.
8. Illegal pitches will be called and explained by the umpire. Penalty – Ball on the batter
9. A courtesy runner for both the pitcher & catcher will be the last batter who is not currently on base.
  - a. The pitcher & catcher are only eligible when they have played that position in the last defensive part of the inning. For example, the away team is up to bat in the 3<sup>rd</sup> inning the player reaches base. If that player was recorded as pitching in the bottom of the 2<sup>nd</sup> inning they may have a pinch runner. If they are to pitch in the bottom half of the 3<sup>rd</sup> inning they are not eligible to have a pinch runner.
10. New pitchers get 5 warm up pitches when they enter the game. A pitcher is considered new if they did not pitch the last consecutive inning. If the pitcher pitches the last inning they only receive 3 pitches.
11. All players present must be listed on the team's offensive lineup card with free defensive substitution.
12. However, each player must play 2 innings in the field. The only exception is with an injury.
  - a. If a player gets injured and can't continue to bat in their spot in the batting order, skip over the batter who is injured.
  - b. An out is only recorded if there are less than 9 players batting.
13. Games can start and be played with no less than 8 players, with the 9th spot being recorded as an out until a 9th player shows up.
  - a. Players may float up from a lower division within the same community but not across the division. For example, if your community has 2 10U teams your team cannot float a player to the other 10U team they must pull from the 8U Division to fill the 9 slot.
14. Batter/Team throwing a bat at any level – 1st Offense – Player Warning 2nd Offense – Batter's out
15. Playoffs
  - a. For the 2026 season ALL teams in all Divisions will play in the playoffs.
  - b. Divisional Representatives will brief coaches at the annual coaches meeting on how it will be handled.
16. To reschedule a makeup game due to inclement weather, lack of players, or other unforeseen circumstances follow the guidelines below.

- a. Immediately call the other coach and umpire to cancel the game. The home team coach has 48 hours to provide a make-up date(s) from the date of cancellation to the visiting team's coach.
  - i. If the home team does not contact the visiting team within 48 hours, the visiting team coach will contact their Divisional Representative.
- b. The visiting team's coach has 48 hours to reply.
  - i. If the visiting team does not reply within 48 hours, the home team coach will contact the Divisional Representative.
- c. Just because you send a message does not constitute contact: the entire loop must be closed. Communication is only made when we have a response.
- d. If you get no response, the coach should then contact the Divisional Representative. Then, the Divisional Representative would contact the other coach. If the Divisional Representative is not successful in assisting with the makeup date, then the Divisional Representative will contact the VP of Softball.
- e. Once the game has been rescheduled the Divisional Representative and the Umpire association will be contacted by the home team coach to shift the game(s) in the appropriate scheduling systems.

## **6: PLAYER ELIGIBILITY**

**SECTION A: League Age** - Age, for league purposes, is that age attained by said player prior to May 1 for baseball and September 1 for softball.

**SECTION B: Verification of League Age** - The age of each player shall be verified by a birth certificate, which shall be presented to the players' community at registration.

**SECTION C: Registration Deadline** - No player may register after May 31st.

**SECTION D: Roster Players** - No player may participate in league games unless listed on an official league roster. The league shall make an official roster form available to the communities at the January/February meetings.

**SECTION E:** The league does not wish to limit the playing time of its players nor does the league want to see any of its teams short of players, therefore, any player on a CSL team roster must play for said team in the event of a conflict in game scheduling arises with any other organization play. Players must acquire written permission from their CSL manager to do otherwise. A copy of the permission shall be given to the respective divisional representative within a two-week period and contact shall be made prior to said game.

**Ruling:** Failure of the player to comply shall result in a warning for the first offense. Second offense, the player shall become ineligible for any CSL post season/tournament play.

**SECTION F: Releases** - Players are required to participate in league play for the community in which they live. However, the Executive Board recognizes that there may be cases where this is not possible. Should this occur, the release procedure, as outlined below, shall be followed and each release will be handled on a case-by-case basis.

1. The community president or designee, where player registers to play, shall give the player a CSL release form. The form shall be reviewed, and procedures explain on how to complete the form.
2. A nonrefundable check in the amount of **\$25.00** will accompany the player's release form. Check will be made out to CSL and deposited in CSL business account.
  - a. The completed form shall contain comments and signatures of both community presidents involved.
  - b. The completed form shall be forwarded to the CSL President by the **"Losing"** community president. The completed form must be forwarded no later than one (1) week after the completion of community registrations. Only releases meeting the criteria in **SECTION F, 3 below**, will be accepted after this time frame.
  - c. If there's going to be any verbal testimony, this must be stated on the form or an attached sheet.
  - d. All parties must be present on the day of the release hearing to provide verbal testimony if a release is to be granted.
3. The league president shall review the release forms and determine whether a release hearing is required. The fee and/or hearing, conducted by the executive committee, are not required if a player meets one of the following criteria:
  - a. A player's community does not enter a team at his/her age level. A release (one year loan) may be granted if the player's home community does not enter a team in the American Division and the player wishes to play on the American Division level. This is specifically related to players on the Major/12U, Ruth 15U, and Ruth/19U levels. **EMPHISIS:** This is a one (1) year loan and said player **must** return to their home community the following year.
  - b. A player's residence is changed to another community, i.e., physical move of permanent address. **(Verification may be requested).**
  - c. When two communities agree to the transfer or release of a player, or players, to assist one or the other information of a team or teams, this is not a permanent release. **NOTE:** This is a one (1) year release and said players **must** return to their home community the following year.
  - d. Players have not yet played for a CSL community upon attaining the age of 9.
4. The CSL Release form shall be signed and retained in the league's files. CSL's Secretary will mail a copy of the release form to each community involved.
5. If the league's president decides that a hearing is required, the below listed procedures shall be followed:
  - a. The hearing shall be convened with at least five (5) Executive Committee members present.
  - b. The league's secretary shall notify the communities involved as to the date and time of their hearing. This can be written on their copy of the release form or notified by another means.
  - c. Facts will be reviewed based on the testimony presented. A decision made will be by majority vote as to whether the release will be granted.
  - d. The committee also has the option of reassigning the player to another community. This decision shall be based on need, best interest, and proximity. The receiving

community will typically be the next closest community. The community receiving a player has the right of refusal, in which case the committee shall reassign to the next closest community.

- e. The league's secretary will then forward a copy of the completed release form to the communities involved.
6. If a declination is noted on the release form by the community president a hearing will be conducted, and ALL parties must be in attendance.
7. A player will only be granted one (1) permanent release from one community to another with the following exceptions.
  - a. The player physically moves with a change of address to a different community.
  - b. There is no team at the age level in the player's community. The player is then released to the next closest community.
8. Players sitting out, regardless how many years they have not played, if they initially registered to play ball in a CSL community organization, and played for that organization, they still must obtain a release.

**7: TEAMS**

**SECTION A:** Communities participating in league play must roster a team in one of the age brackets listed below:

	<b>TEAM</b>	<b>AGE GROUP</b>
<b>Baseball</b>	Instructional	5-6
	Rookie	7-8
	Minor	9-10
	Major	11-12
	15U	13-15
	18U	16-18
<b>Softball</b>	6U (T-Ball)	5-6
	8U	6-8
	10U	9-10
	12U	10-12
	14U	12-14
	16/18U	14-18

**Recommendation:** It is strongly recommended that each community strive to form an instructional level for their 5- and 6-year-old players. 4-year-old players are eligible to participate on the instructional level in the CSL; however, communities are encouraged to determine the maturity level of the player for safety reasons.

**Note of emphasis:** Girls are not restricted to participating in softball. Baseball rosters on all levels can be comprised of girls; however, girls wishing to participate in baseball will not be allowed to be rostered on a separate CSL softball team and are not eligible to participate on the CLS softball tournament teams.

Major Divisions and above are bi-level divisions wherein there are two levels of play: varying in the competitive level, American Level and National Level.

1. **One Team:** Communities having only one team should consult with qualified people and place their team at the appropriate level.
2. **Two Teams:** Communities that have two or more teams must enter at least one team into the American level of play. **Exception:** a community may request that both teams be placed in the National Division. The respective VP shall make this determination with the advice of other managers and the team’s previous score books.
3. Tournament player eligibility shall not be based on what level of play he/she is playing; some communities may only have one team. The divisional representative and the respective VP are responsible for confirming that a player should not be restricted, should the need arise.

4. Communities with only one team, with 8 or more 12-year-olds on the roster must play at American level, except as approved by divisional representative and the VP of baseball. Otherwise, with one team, the level of play is optional. **THIS IS SPECIFIC TO MAJOR BASEBALL LEVEL ONLY.**

**SECTION B: Community Team Roster** - Team roster must be prepared by the communities and given to the appropriate divisional representative at or before the April meeting.

Communities must use the league's roster form provided.

1. Rosters must contain the minimum, committed, community type players required to field a team in that division.
2. The originals team roster shall be retained by the divisional representative and copies given to the league's secretary and respective VP. Copies are to be kept on file for two years then purged.
3. All Star and/or traveling tournament teams are **NOT** permitted to enter CSL league as a team.

**SECTION C: Combining a Community Team** - Due to the nature of our league, the exceptions below shall be permitted unless otherwise restricted by community regulations.

1. Communities may join to form a team in any of the divisions so long as the ages meet that division's requirements, but this must be approved by the appropriate executive committee.
2. A community may pool its players to form a team that may overlap age brackets, but the team must be entered in the highest bracket involved. For example, a group of 7, 8, 9, 10-year-old baseball players must be entered in the Minor Division.
3. Communities may roster an older player of a lower division in the next level of play. There will be no restriction on players only participating in the National Division should a player wish to move up to the Major, 15U, or 18U Divisions. Players being limited to only participating in the National Division will be enforced on the community level and not by the CSL (it's up to the community whether they wish to allow a player to move up to the American Division or play in the National Division).
4. Communities and/or individuals may not recruit players from another community. Recruiting is defined as: communication with any player or their parent, at any time, with the purpose, whether direct or indirect, of acquiring a player for his/her regular season team.

**SECTION D: Floaters** - As an alternative to forfeiture of games, when there is a lack of required number of players, communities may have lower level, rostered players participate in the next level of play. This is called the "Floater Rule", and the following criteria below must be met:

1. If there is a conflict with the player's regular team, the regular team has priority.
2. Players may float for more than one team, i.e. Rookie players can float to either of a community's Minor teams during the year.

3. Regularly roster players are to be given priority over “Floaters”. However, those called to float should be given the opportunity to play the minimum innings that are required by that division.
4. Players who float may not pitch.
5. Community’s whole roster at the next lower level will be eligible as floaters. No change in pitching rules because of this change. The idea is to make sure games are played.
6. There shall be no floating down a division or level, unless approved by the divisional representative or on the softball side of CSL.
7. Bi-level divisions; those communities that have at least two teams in these divisions may float a National player to an American level (Major, 15U, & 18U).
8. Communities with two teams within the same level may NOT float between teams. Floating can only occur upwards and NOT across divisions (one Minor team cannot utilize players from another Minor team within their community. Must float up Rookie players). This may occur with proper approval of the EVP and the VP of Baseball or VP of Softball.

**SECTION E: Adding Players** - Communities may add players to their team rosters up to and including May 31st.

1. Players added after divisional games have started must wait **7 days** before he/she may play for said team, unless otherwise approved by the respective VP and the Divisional Representative.
2. Communities with two (2) or more teams in a bi-level division, if a community finds a player is not at his/her proper level:
  - a. A roster change may be made between levels on or before May 31st.
  - b. This must be approved by the divisional representative and the respective VP prior to any formal roster change.
3. Communities/team managers must inform the divisional representative when there is a change to their team’s roster. No changes are official until this is completed.

**SECTION F: Teams Entered into Divisional Play** - Communities must notify the appropriate divisional representative as to the number of teams being entered in that division’s play.

**SECTION G: Number of Players per Team** - There shall be no limit to the number of players on a team. Neither will there be a restriction on number by ages. Both apply unless otherwise established by a community’s policy or a specific divisional rule.

## **8: SCHEDULING**

**SECTION A:** Scheduling of regular season games is the responsibility of the Divisional Representative.

1. Team managers are required to provide their divisional representative with the items listed below at the March meeting.
  - a. Team name or community if an individual team name is not used.
  - b. The play days that are available at your community for your home games; at least two (2) days must be available.

2. If a community does not have a manager or assistant to provide these items, the community representative is responsible.
3. The divisional representative shall give each of their managers a copy of the completed schedule. The league's secretary shall also receive a copy. The schedule must be completed for the April meeting.
4. Schedule formats and nomenclature shall be uniform.
5. Each divisional representative shall complete a manager's list and give a copy to their respective VP and the league secretary by the April meeting.
6. Communities scheduling any special event, which uses their ball fields during the regular season, must notify the league's president. This must be a written notification, and it must be received by the March meeting.

**SECTION B: Game Times** - Starting times for CSL games are 6:00 pm, unless otherwise required by a community's field schedule. Curfews do not apply to Friday and Saturday games. Curfews, game start times and last innings starts, shall be listed below. Curfews do not apply to Friday and Saturday games.

<b>GAME TIMES</b>			
<b>LEVEL OF PLAY</b>	<b>START TIMES</b>		<b>ENDING</b>
	<b>STANDARD</b>	<b>NIGHT</b>	
Tee Ball	6:00 PM	7:30 PM	* 9:00 PM
Rookie/Minor	6:00 PM	7:30 PM	* 9:00 PM
Major/Ruth 15U	6:00 PM	7:30 PM	12 MIDNIGHT
Ruth 19U	6:00 PM	7:30 PM	12 MIDNIGHT
Softball	6:00 PM	7:30 PM	7:45 PM / 9:15 PM
*DURING SCHOOL THERE WILL BE NO NIGHT GAMES FOR THIS LEVEL OF PLAY			

**SECTION C:** The league's secretary will organize the divisional schedule into one layout and have it printed for the April meeting. However, this only occurs when the board decides to have a scheduled event printed for all members. Distribution remains the responsibility of the Divisional Representative.

**SECTION D: Foul Weather-** Any changes in the schedule that may result because of foul weather shall be the responsibility of the home team manager. The procedure described below shall be used for rescheduling league games.

1. The home team manager must attempt to reschedule the game within two (2) weeks of the canceled game.
2. The home team manager must give the visiting manager at least two (2) days for the make-up game.
3. The divisional representative shall be informed of any schedule changes.

4. Any problems that may arise in rescheduling shall be addressed to the divisional representative for resolution.
5. Foul weather or scheduled scholastic events, not sporting events, shall be the only reasons accepted for rescheduling of league games.
6. Only one forfeit will be permitted per team. The second forfeit shall result in a \$50.00 fine; the third will be a \$100.00 fine and suspension of the team from the league's season.

**SECTION E: Playoff Games** - The scheduling of any playoffs is the sole responsibility of the Divisional Representative.

**SECTION F: All Star Game** - All Star games are the sole responsibility of the hosting community. Since this is a CSL event, the guidelines listed below shall be followed.

1. Communities meeting the following criteria will be permitted to host the All-Star Games.
2. Attending at least 80 % of the executive board meetings.
3. May not be in violation of **Community Membership**.
4. Must have three (3) or more fields within a two (2) mile radius.
5. Host communities are assessed \$100.00 for hosting the games. This is to be paid to the general treasury at the June meeting.
6. The president shall inform the responsible community in the fall of the preceding year. The community must notify the board, in January, whether they will accept. Should a community pass, it will be given to the community next on the list.
7. The games are to be scheduled after the 4th of July each year.
8. The host community shall request and receive the names and phone numbers of the participating players. This shall be completed by the June meeting and coordinated with the Divisional Representative and their managers.
9. The host community shall report the scheduled games times and fields, for each division, at the June meeting.
10. The host community shall prepare a booklet that lists each division and the respective players, as a minimum. Each participant shall receive a booklet.
11. All participants shall be given equal playing time, as is reasonably possible.
12. If hats and shirts are to be offered, the form shall be handed out or mailed in May to the managers. The details about ordering shall be included.
13. All Star games will be July 6-11, 2026.

**SECTION G: Start of Season** - No regular season playing schedule shall start before April 20, 2026, for the 2026 season.

## **9: GENERAL PLAY AND CONDUCT**

Unless otherwise specified in this section, Ruth/Ripken & USA Softball rules/regulations shall be followed by each community and league team.

**SECTION A: Game Balls** - The home team will furnish a new game ball and a decent back up ball. These are to be given to the home plate umpire prior to the start of the game.

**SECTION B: Blood Rule** - Communities shall ensure that at least one first aid kit is available for the game. This may be through the home team or in a building at the field(s). Each community and their managers are responsible to read and abide by the “Blood Rule”.

1. A player or coach who is bleeding or has an open wound shall be prohibited from participating in the game until the appropriate treatment has been administered. If medical care can be administered in a reasonable amount of time, the individual does not have to be removed from the game. The length of time that is considered reasonable is determined by the Umpire-In-Chief. The re-entry rule will apply. If there is an excessive amount of blood on the uniform it must be changed before that individual continues to participate.
2. The umpire and manager shall determine whether treatment is required or not.
3. The individual may participate with pants and “T-Shirt” if the uniform must be removed, and spare is not available at the field.

**SECTION C: Game Cancellations** - The home team manager shall notify the visiting team of a cancellation as soon as possible, but no later than one (1) hour prior to game time. Two (2) phone numbers shall be provided by all teams to facilitate contact.

**SECTION D:** Visiting teams must be permitted 15 minutes of field time prior to the start of the game.

**SECTION E:** The time after which an inning may not begin shall be decided prior to the start of the game. This is mainly necessitated in the early part of the season when a game may be shortened due to darkness.

1. This is an agreement between managers and the home plate umpire.
2. The plate umpire shall ask the scorekeepers to record the time in their score books.
3. The plate umpire shall enforce the time agreed upon.

**NOTE:** This rule shall not override the plate umpire’s decision to call a game for safety reasons, at any time nor does this rule override the curfew requirements of **Article 11, SECTION D, Foul Weather.**

**SECTION F:** For all divisions (Except 18U) each player on a roster shall play at least six (6) defensive outs. This rule cannot be enforced if the umpire should stop a game early for any reason. Players are not required to obtain one official at bat during the game; however, this is encouraged.

If a player will not be playing for disciplinary reasons it must be stated before the game. Coaches have the option to bat the entire roster, with free defensive substitutions, on all levels except for the pitcher position.

**SECTION G: Extra Hitter** - The extra hitter (EH) rule may be used in the baseball Major/12U divisions and above, but it is subject to the following restrictions:

1. Managers must state their intention to use this rule prior to the start of the game. They shall insert the EH on the starting line-up for scorekeepers.
2. The game must be completed with the EH still in effect, except if an injury occurs and no other player is available.

3. The EH may enter the game as a defensive player, but another player must assume the EH position in the line-up.
4. For the Ruth 15U division only, the player replaced on defense will become the EH.
5. If you start with the EH, 10 player line-ups, and you must revert to a nine (9) player line-up the place in the line-up that was vacated will be declared an OUT when that spot in the line-up is scheduled to bat.

**SECTION H: Conduct** - Absolutely no profanity shall be tolerated from anyone on or in the vicinity of the playing field. Umpires are urged to maintain control of the game.

**Ruling:** A warning may be issued for the first offense, but the second offense shall be cause for removal of said person(s) from the premise.

**SECTION I: Bench and/or Dugouts** - No one, except the managers and their staff, are permitted in the player bench areas. Manager, team personnel and umpires are to ensure ALL players remain in their dugout. No team personnel shall leave the dugout until play is dead.

Managers and umpires are to see that this is always adhered to.

Managers, Coaches, Assistant Coaches, parent volunteers shall have a completed PA Child Abuse clearance, PA State Police Criminal History Check within the same year of season being volunteered and have read/signed a Commonwealth of PA Disclosure Statement Application for UNPAID Volunteer positions form signed and retained by the participating organizations. This documentation must be presented upon request by any member of the CSL executive board.

**Ruling:** Refusal to leave and/or a repeat occurrence shall be cause for removal of said person(s) from the premise. Managers will be restricted to the bench if players do not remain in the dugout until the ball is dead. **This is for the player's safety.**

**SECTION J: Sportsmanship** - the following sportsmanship rules are equally applicable to players, managers, coaches, fans, and any other person in attendance at a league game. The violation of any of the following sportsmanship rules shall result in disciplinary action in accordance with the provisions under **Disciplinary Action**. That is in addition to the penalty imposed by the umpire, under Ruth/Ripken rules.

1. No person may:
  - a. Make derogatory remarks or any remark in poor taste toward a player, manager, coach, and/or umpire.
  - b. Incite or try to incite a demonstration by the players or spectators.
  - c. Use ill-mannered language.
  - d. Employ words or action for the obvious purpose of distracting a player and/or the pitcher.
  - e. Make intentional contact with a player, manager, coach, or umpire for the purpose of harm and/or distraction.
2. There shall be no prejudice shown, no mental or physical harassment, unruly conduct, illegal tactics, nor shall there be any questions of alcohol use and/or abuse.
3. Managers, coaches, or any other person involved in any official capacity with the youth programs shall conduct themselves with maturity and courtesy to all persons. If there is

any reason to dispute or protest action on the playing field or the officiating, the dispute or protest may only come through the team manager. The manager shall present the dispute or protest by first calling time. The dispute or protest shall then be discussed with the home plate umpire in the presence of the opposing team manager; players and fans are not to be around the discussion. Subject to appeals that may otherwise be granted in these rules, the decision of the home plate umpire shall be final. The dispute or protest shall not be discussed further during the game.

**SECTION K: Tobacco** - The use of tobacco products on the playing field or in the bench area is strictly prohibited. This includes electronic cigarettes.

**Ruling:** One warning shall be issued, but continued violation shall be cause for removal of said person from the premise.

**SECTION L:** Any judgment call by an umpire is final and cannot be protested.

**SECTION M:** Teams or divisions found playing by non-approved rules will not be afforded the use of a hearing. In addition to the disciplinary action, by a majority vote of the board, the communities involved may forfeit their sportsmanship bond.

**SECTION N: Courtesy Runner** – Baseball Teams may substitute a runner for their catcher or pitcher when there are nine (9) players. In this instance, the last person at bat, who is not on base, shall be the courtesy runner. At the Major/12U Division level and above, the courtesy runner may be substituted at any time during the game with the following limitations:

1. Courtesy runners may not be in the lineup, (except 12U and below).
2. You cannot substitute the same runner for the pitcher and catcher in the same inning.
3. Ineligible players may not be a courtesy runner.

**SECTION O: Catcher** - Approved catcher's facemasks are to be worn by players catching pitcher during pitching warm-ups from the mound and sidelines.

**SECTION P: Batter's Box** - One foot must be kept in the batter's box by the batter between pitches.

**SECTION Q: Helmets** – Helmets will be worn by players used as base coaches when adult coaches are not used and only players in baseball uniform may coach the bases.

**SECTION R: Bat Boys** – Male or female are required to wear a helmet when on the field of play.

**SECTION S: Sliding at Home Plate** – Sliding is mandatory for all contested plays at home plate. If the runner does not slide, he/she is out regardless of the outcome of the play.

**SECTION T: Lineups** – Until a batting lineup falls below 9 batters, no out will be recorded. The injured player's spot will simply be skipped in the order until there are less than 9 batters present. (If a player is ejected then it is an out)