

ARCHDIOCESE OF WASHINGTON  
CYO BASEBALL

2011

**Coaching Our Kids To Do Their Best,  
Improve Their Skills And Display**



CYO

Coaching our kids to  
do their best, improve  
their skills, and  
display moral values.



CYO

SUPPLEMENTAL RULES TO THE  
NATIONAL HIGH SCHOOL FEDERATION

## **CATHOLIC YOUTH SPORTS AND CYO TEACHING GOSPEL VALUES THROUGH SPORTS**

CYO sports is about helping young people be more Christ-like in how they live their lives. This simple phrase is at the heart of why Catholic Youth Sports Programs Exist. This is also the measure of success through which programs be implemented and evaluated by players, parents and coaches.

In the American Sport Education Program (ASEP) book entitled *Catholic Coaching Essentials* (December 2006), a compelling vision and understanding of Catholic Youth Sports identifies these 4 building blocks as the foundation of Catholic youth sports.

### **1. Sports as Youth Ministry**

Catholic parish and school athletic programs must be intentionally connected with the mission and values of the Gospel. An essential question is this: How does your Catholic youth sports program enhance, animate, or violate the mission and values of your parish and school.

### **2. Coach as Youth Minister**

When sports programs are rooted in the mission and values of the Gospel, the Coach becomes a youth ministry leader who is ministering (*Respond to the needs of young people and involve young people – with their gifts and energy in the life of the community - "Renewing the Vision – A Framework for Catholic Youth Ministry"*) to young people on behalf of the faith community.

### **3. Team as Christian Community**

The team experience is where Christian faith is lived in practical ways (caring, forgiving, encouraging, settling conflicts peacefully, supporting, loving, and challenging each other). That connects the individual and team with Gospel values and beliefs.

### **4. Parents As partners**

In Catholic sports programs we recognize that parents are to be active partners to foster the mission of Catholic youth sports. This requires active work with parents identify what is and is not acceptable while working together to always keep the value of the child growing in faith as central to all considerations.

Adapted with permission from Greg Dobie Moser, Executive  
Director of the National Center For Catholic Youth Sports

## ***CYO Prayer***

***Lord, bless all gathered here today.***

***We the players, coaches, spectators and officials and do so in your name.***

***Thank you for the gifts and talents that you have given us.***

***Give us the strength, wisdom and courage to honor you by using these talents to the best of our abilities and to do so with good sportsmanship.***

***Please protect all of us from injury and allow everyone to enjoy a faith filled healthy competition.***

***For this we pray.***

***AMEN***

## **CATHOLIC YOUTH ORGANIZATION**

### **Rules and Regulations**

#### **BASEBALL**

**THIS IS A SUPPLEMENT TO THE CYO ATHLETIC HANDBOOK. IT IS AN ABSOLUTE NECESSITY FOR ALL COACHES TO THOROUGHLY REVIEW THE HANDBOOK**

#### **CYO BASEBALL SUPPLEMENTAL RULES 2010-2011**

##### **ELIGIBILITY**

1. The Catholic Youth Organization (CYO) is a parish based athletic organization of the Archdiocese of Washington
2. The burden of responsibility for players' eligibility rests with the parish registering the team(s). This includes pastors, priests, deacons, principals, coaches, delegates, and moderators. Any parish that violates any player eligibility rules may be barred from the championship and play-offs for up to three (3) years.
3. Any Catholic child, or non-Catholic child attending Catholic school is eligible to participate. A non-Catholic child must play for the Catholic school the child is attending; unless they do not field a CYO team in his/her age group. If the Catholic school that the non-Catholic child attends does not have a team in his/her age group, then that child may play for the next bordering parish to the child's official residence, that has a team in his/her age group, upon approval of the OYM/CYO Office.
4. A Catholic child must play for the parish in which he/she resides (parish territorial boundaries). If the player's parents are registered in one parish and reside in another, and the player does not attend the Catholic school in either parish, a certified waiver form must be obtained from the parish in which the player resides before the player can play for the parish in which the player's parents are registered. The delegate or athletic director of the releasing parish must sign this waiver form. The player becomes eligible upon approval of the OYM/CYO Office.

5. If neither the parish nor the Catholic school has a team in a players age division, a Catholic child may play for any bordering parish that has a team in his/her age division, upon approval of the OYM/CYO Office. A player playing with another parish due to the above circumstance must be treated as any other player from that parish. The only distinction allowed is a moderate increase in the parish participation fee.
6. A Catholic player who resides in one parish and attends Catholic school in another parish may choose between the school he/she is enrolled in or his/her home parish for participation in the CYO. However, once a choice has been made to play at the school or at the parish; the Catholic player may not switch from school to parish or parish to school, without approval of the OYM/CYO Office.
7. No player may play in two (2) divisions at the same time (except see No 10 below). No girls are permitted to play on boys' teams and no boys are permitted to play on girls' teams. (This is not applicable to the Cadet-1st division)
8. The burden of responsibility for players' eligibility rests with the coaches, delegates, and moderators in each parish.
9. Any parish, which violates any player eligibility rules, may be barred from the championship and playoffs for up to three (3) years.
10. Floaters: This idea is to make sure that we don't have to turn kids away if 1) a parish has more kids than one team can accommodate but less than needed for two teams; or 2) if a parish doesn't have enough for a varsity team and has enough for a junior varsity team, some junior varsity players could play on both teams so the parish would not have to turn away the varsity kids (this would also apply in the same manner between junior varsity and rookie teams).

The first option is always to try to get players (with an CYO approved player eligibility exemption request for each player) from other nearby parishes that don't have teams or have more players than they can accommodate. If that option does not prove fruitful, than a parish may float a player either from rookie to junior varsity, or from junior varsity to varsity, or from a "B" team to an "A" team), again with an CYO approved player eligibility exemption request for each floating player. It is not acceptable to float a player from an "A" team to a "B" or from varsity to junior varsity or from junior varsity to rookie

## JUNIOR VARSITY & VARSITY MID-ATLANTIC

### REGULAR SEASON:

Since regular season games determine who enters the play-offs, all regular season games that are postponed should be rescheduled **when possible**. The CYO **will not** reschedule any games postponed due to inclement weather. **Individual parishes are instructed to contact each other and reschedule postponed games** at a mutually agreeable date, time, and site. Depending on these factors (date, time, and site), the CYO can not always guarantee officials for these rescheduled games. If rescheduling regular season games becomes difficult; due to the lateness of the baseball season, continual inclement weather, field availability, etc., the CYO will determine which regular season games, that have a material impact on the standings; for the purpose of determining who qualifies for the play-offs, should be rescheduled.

### PLAY-OFFS:

All play-off and championship games that are postponed will be rescheduled **when possible**. If rescheduling play-off games becomes difficult; due to the lateness of the baseball season, continual inclement weather, field availability, etc., the CYO has the option of **shortening the play-off format** to accommodate the weather, field availability, and the end of the school athletic season.

**FOR FURTHER INFORMATION AND PROCEDURES REGARDING REGISTRATION, PROTESTS, COACHES CERTIFICATION, AND EXEMPTIONS, PLEASE REFER TO THE CYO ATHLETIC HANDBOOK**

1. **SCOUTING AIDS:** No camera of any type may be used to film a future opponent. You may film your games, but no films may be swapped or used for scouting purposes. Vocal tape recorders may be used as a substitute for paper and pencil, but not to record comments of opposing coaches or players.
2. **PARENTS MEETING:** Each parish is expected to schedule and conduct a pre-season Parent Information Meeting. The meeting format should include a discussion of the CYO philosophy, rules, coach and player conduct, and other parish expectations for the program.
3. **SPECTATORS:** It is requested that over zealous rooters, whether parents or not, be asked to stay off the field, as only the players and the coach are allowed this privilege. CYO officials and umpires will be instructed to remove from the

### INCLEMENT WEATHER POLICY

game or field any coaches, parents, or players, who do not live by Christian ideals (i.e.: by using profane or abusive language, or harassing officials, players, or spectators).

4. **ALCOHOL:** Beer and alcohol, as well as any form of illegal drugs, are forbidden at CYO game sites. This rule extends to all parking lots and other church or public grounds.
5. **SMOKING:** No smoking is permitted on the field, bench, or dugout areas at any time. If a coach or spectator needs to smoke, please instruct them to go outside of the field of play to do so.
6. **EARLY ARRIVALS:** Team members are to be supervised by an ADULT (twenty-one 21} years or older) if they are going to come earlier or stay later than their scheduled game time.

### ROOKIE NON-TOURNAMENT

#### **REGULAR SEASON:**

Since these leagues are purely instructional and there are no play-offs or championships; the CYO will not reschedule any games postponed due to inclement weather. [Individual parishes are instructed to contact each other and reschedule postponed games](#) at a mutually agreeable date, time, and site.

11. The OYM/CYO Office can approve exceptions to the above rules with a proper player eligibility exemption request.

### LEAGUES

#### **VARSIITY**

Any player who is in the eighth grade (8th) grade or below **and** who are still 14 years of age or younger as of August 31st of the previous year.

#### **JUNIOR VARSITY**

Any player who is in the sixth (6th) grade or below **and** who is still 12 years of age or younger as of August 31st of the previous year.

#### **ROOKIES**

Any player who is in the fourth (4th) grade or below **and** who is still 10 years of age or younger as of August 31st of the previous year.

### DIVISIONS

#### **NON-TOURNAMENT DIVISION**

There are NO trophies, awards, or championships in this division. This division is for children who have never participated in the sport before, or who have one year experience or less. This gives the child an opportunity to learn the game in low-key, no-pressure to win atmosphere.

#### **MID-ATLANTIC DIVISION**

A team trophy and individual player trophies will be awarded to the winner and second place team of the post-season single elimination citywide play-off. This division is the championship division, for the better ball players. Top flight competition where a team's regular season record determines its play-off status. Play-offs determine the Archdiocesan City Champions.

1. All ninth (9th) graders; in middle school, junior high school, or high school, who play for their school's varsity, junior varsity, or freshman teams are ineligible. All eighth (8th) graders; in middle school, junior high or high school, who play for their school's varsity team and that team consists of or can consist of players in grades 9-12 are ineligible.

## TEAM ROSTER

1. Roster forms must list the players **alphabetically**.
2. All players must be on the roster at the time of registration, with full name and address.
3. Rosters will be "FROZEN" on April 20th each year at 12 noon.

## EQUIPMENT

1. GAME BALLS AND EQUIPMENT: Each team must furnish its own equipment for the games, and the designated HOME team must furnish the umpire with ALL the balls necessary for the game. The OFFICIAL GAME BALL for all CYO baseball games must be at least the "Little League Approved" ball of either: Diamond, Wilson, Rawlings; or a Diamond, Wilson, Rawlings model of higher quality.
2. Uniforms **MUST** be numbered. Numbers need NOT appear on both the front and back. Teams are NOT permitted to have duplicate numbers. A sponsor's name may appear on the uniform. Contact the CYO Office for details on sponsors for baseball. **ALL** sponsors must be approved by the CYO Office. All efforts should be made to avoid having opponents wearing the same color uniforms.
3. MANDATORY RULES

Bats:

**Varsity**— Aluminum bats are permitted if approved by the game umpire. –3 composite bats are NOT permitted. All bats must be baseball bats. No bat may have a barrel wider than 2 5/8th inches. All –3 bats must be BESR or BBCOR rated. Any bat that has a higher than a –3 drop rate (-5, -7, -10 ect) may not have a barrel wider than 2 1/4" diameter.

**JV & Rookie** - All bats must be baseball bats. No bat may have a barrel wider than 2 1/4 " diameter. Composite bats will be allowed for the 2011 season.

The Home Plate Umpire will have the final say on all eligible bats and equipment. The Home Plate Umpire will also have the final say on the ground rules, field playability and any other safety concerns.

3

**Any situation governed under the PARTICIPATION RULE where compliance is questioned by a coach, the matter will be reviewed by the CYO Office. Complaints must be in writing, and must be directed to the Director of CYO Programs within seventy-two (72) hours of the game in question.**

## PRACTICE POLICY

**TIE BREAKING PROCEDURE FOR STANDINGS:** The first criteria for breaking ties will be head to head competition; i.e. all teams involved in the tie will compare the records attained in play among or between the tied teams. If a tie still exists, then a play-off system will be set up to break the tie, unless all the teams involved in the tie have already qualified for the play-offs, in which case, a blind draw will be made to determine seeding. Because of the possibility of cancellations, higher standings will be determined by the teams with the least number of loses not the teams with the most wins.

## MISCELLANEOUS

1. No practice may begin prior to March 1st. Practice is defined by having all three of the following on a field/gym at the same time: a coach, players, and balls and/or bats. Tryouts do not count as practice.
2. It is mandatory that once the season begins, no teams may have more than three (3) practices per week. A violation of this rule will make the team ineligible for the Play-offs and Championship.

## PARTICIPATION

In the event of injury, after all the players have been used, a substitute will be allowed to reenter the game without penalty.

Each boy on the "game time" roster must play at least one-half (1/2) inning defensively and must come to bat at least once in a seven (7) inning game. This rule will be interpreted as follows:

**If team "A" has fifteen (15) players and team "B" has thirteen (13) players, both teams must play thirteen (13) players in compliance with this rule. The two remaining players on team "A" must get into the game.**

### ROOKIE LEAGUE

Even though all players present at the game are already in the batting order, it is still mandatory that each player present at the game play defensively in the field for one complete inning, (three (3) outs).

**For all leagues, all player changes must be reported to the opposing coach or opposing scorekeeper.**

1. Any time the home team accumulates a ten (10) run lead after four and one-half (4½) innings have been played, the game will immediately be terminated. If, at the end of either the fifth (5<sup>th</sup>) inning or sixth (6<sup>th</sup>) inning, the visiting team is leading by ten (10) runs, the game will be immediately terminated.

**THIS RULE APPLIES TO ALL CYO POST-SEASON PLAY: In both the Junior Varsity Leagues and the Mid-Atlantic Leagues.**

2. A designated hitter is NOT allowed in CYO baseball. However, as an option, any team may begin and end the game with a tenth (10<sup>th</sup>) batter in the lineup. At some point during the game, this optional hitter must play at least one (1) inning in the field (three (3) outs). If a team chooses to start the game with nine (9) batters, they must finish the game with nine (9) batters. The tenth (10<sup>th</sup>) batter may not be inserted once the game begins.

**NOTE TO THE ABOVE RULES: The purpose behind these rules is to encourage participation and at the same time allow your team to stay competitive. Since many games do not go seven (7) innings (six [6] innings in rookie games), much discretion is left to you as the coach. Please plan your game strategy to take advantage of the reentry rules, the courtesy runner, pinch hitters, and the tenth batter.**

## GAME PROCEDURE

Catchers **MUST** wear a cup supporter and **FULL** catcher's helmet **AND** throat strap at all games.

Each team **MUST** have a first aid kit at every game.

The designated home team is responsible for providing a home plate, the bases, and a pitcher's plate for each game.

1. A team is expected to be at the field one-half hour before the scheduled game time, **WITH AN ADULT IN CHARGE**. If a team fails to show up, there will be a ten (10) minute grace period after the scheduled starting time before a **FORFEIT** is declared. The grace period will **ONLY** apply to the **first game** scheduled at a particular site, all subsequent games that day will not be allowed a grace period.
2. If failure to arrive is due to unforeseen circumstances deemed a reasonable excuse by the CYO, a make up game will be considered. Examples of unforeseen consequences would be an auto accident on the way to the game, serious injury to a player or coach on the day of the game, etc..
3. If failure to arrive is due to an error in scheduling by the CYO Office, then a make-up game will be considered. Misinterpretation of a schedule by a participant is not discerned as an error in scheduling.
4. A forfeit is initiated by the game site officials when a parish fails to field a team, by game time, which is comprised of the appropriate number of players necessary to begin a game. That number will be (8) eight players in uniform. A team not maintaining an appropriate number of players on the field at all times during the game is subject to a forfeit.
5. If a coach gives up his/her right to a win by forfeit and places his/her team on the field and the game begins, the result of the game **WILL STAND**.
6. When we have a number of games scheduled in sequence on the same field we will impose a two (2) hour time limit for each game. For example: if a game is scheduled at 10:00 am, no inning in the game may start after 11:45 am. An inning started

will be played in its entirety. If the game is tied at the end of that inning, it will be considered a tie game. It will only be replayed if authorized by the CYO Office. The time between completion of one game and the scheduled starting time of the next game will be used to allow the next two teams to warm-up. If a game starts 10 to 15 minutes later than the scheduled starting time, that playing time is lost. The game will not be extended.

NOTE: In the ROOKIE League, games may be increased to seven (7) innings but, the seventh (7th) inning may not begin after one hour and thirty minutes from the scheduled start of the game. A sixth (6th) inning may still be started up until one hour and forty-five minutes from the scheduled start of the game.

If the game does not go four (4) complete innings within the time limit, the game will stand as played and the score will be the score at the end of the last full inning played. The two (2) hour time limit will apply to the **LAST** game of the day. The umpire's watch will be the official game time. **THIS RULE WILL NOT APPLY TO POST SEASON GAMES.**

7. An umpire will be provided by the CYO for each regularly scheduled game. The umpire's decision in judging plays is final. Protests may only be made on an umpire's decision on an interpretation of the Official Baseball rules. (See the Athletic Handbook for exact protest procedures).
8. If "pick-up" umpires are agreed to by the opposing coaches and used in the game, the score of that game SHALL STAND. If somehow, a game is able to be played on a day in which the CYO Office postpones games due to inclement weather, the game WILL STAND as played as long as both coaches agreed to play. If the coach turns in the "volunteer" umpire's name to the CYO Office, the CYO will see that this person is paid a fee for his/her service
9. Games cannot be postponed by individual parishes or schools. If both teams fail to show up for a scheduled game, each team will be credited with a loss. The game will not be replayed. Games can only be postponed by the CYO or the game site officials. In case of inclement weather, call **202-281-2464** to see if your game has been postponed. **DO NOT GIVE THIS NUMBER TO YOUR PLAYERS OR THEIR PARENTS.** Do **not assume** that your game will not be played because of the weather. In case of a rain out, the game must be **rescheduled** within one week of the originally scheduled game, **(and the CYO Office notified)**. All

be replaced for the rest of the inning. Any player who was replaced as a pitcher may return to pitching. **AS LONG AS HE HAS NOT COMPLETED HIS FOUR (4) INNINGS**

11. No pitcher may pitch more than four (4) innings in one game and no more than five (5) innings in one (1) day. Three (3) outs constitute an inning, (four (4) innings equals twelve (12) outs). This rule also applies to double-headers.
12. For the Varsity Mid-Atlantic Leagues **ONLY** during CYO post-season play (play-offs), no pitcher may pitch more than Five (5) innings in one game, and no more than six (6) innings in one (1) day. Three (3) outs constitute an inning, (five (5) innings equals fifteen (15) outs). This rule also applies to double-headers.

**Each team is required to furnish the opposing team a starting line-up, uniform numbers, positions, and substitutes before the start of the game.**

## MISCONDUCT

**Any player, coach, or team representative who is ejected from a game, will automatically be suspended from his/her team's next official CYO game that his/her team plays.**

**Any Coach, who pulls his/her team off the field prior to the official conclusion of the game, will subject themselves to an automatic one (1) game suspension following a review of the incident by the Office of Youth Ministry. The de-**

## PARTICIPATION

### VARSDITY AND JUNIOR VARSITY LEAGUES

A player (starter or substitute) may be taken out and may reenter the game one time, **but in the same position in the batting order**, provided the player he is replacing **has batted at least once and has played defensively in the field for one complete inning, (three (3) outs).**

In the **Varsity & Junior Varsity League** a **starting** player **must sit out one (1) complete inning before reentering the game.**

## GAME PLAY

the ball to any infielder. Everyone must be ready to play after the third pitch.

3. After a put out in the outfield, the ball should be thrown to the cutoff man and then to the pitcher. No "around the horn" throwing. This does not apply if a play is in progress.
4. After a put out at first base, the ball may be thrown to each infielder, and then to the pitcher. Do not throw the ball to the catcher. He should hustle back to the plate and get ready for the next pitch.
5. Intentional walks may be made by the defense without pitching to the batter. The umpire will award first base to the batter at the request of the catcher or coach.
6. A Courtesy runner will be allowed for both the Pitcher & Catcher at any time. The Courtesy runner must not be in the lineup at the time of the substitution. An EH or 10th batter is considered to be in the line-up and is not eligible to courtesy run. The same player can not Courtesy Run for both the pitcher and catcher. Teams that only have the minimum number of players may not use courtesy runners unless it is for the Catcher and there are 2 outs.
7. A ball game will be official at the end of three and one-half (3½) or four (4) innings, depending on whether the home team is leading or not. However, if the game is terminated because of the two (2) hour time limit, the game will be official.
8. **Tie games** which are terminated by darkness or inclement weather will stand as played, provided four (4) innings have been played, (three and one-half (3½) if the home team is leading) or if the two (2) hour time limit has already passed. **They will not be replayed unless authorized by the CYO Office.**
9. SEE the chart in the middle of this supplemental rulebook for specific rules pertaining to the individual leagues and divisions.
10. A coach is allowed one (1) trip to the mound per pitcher in each inning, without having to replace the pitcher. On the second trip to the same pitcher in any inning, the pitcher must

arrangements are the responsibility of the home team.

**NOTE: The above rule is necessary to help prevent the possibility of too many make-up games accumulating at the end of the season.** The home team must offer at least three (3) dates within the week, so both teams can agree. A loss will be credited to the visiting team if they can not agree on one of the three dates; a loss will be credited to the home team if the coach has not offered the visiting team three (3) dates within a week of the originally scheduled game.

While the CYO Office will not accept responsibility to reschedule any make-up games, it will help in providing umpires (with at least a forty-eight (48) hour notice).

10. In all leagues and divisions if a team does not show up for two or more games during the season (making no effort to show up for the games), it will be ineligible for any type of post season play.
11. **REPORTING THE SCORE:** The WINNING team is responsible for calling in the score. The pitcher innings and pitch count are also required for both teams. All scores should be reported WITHIN forty-eight (48) hours after the scheduled game. Scores not received by the office in a timely manner may count as a loss for both teams. In the case of a **TIE BOTH TEAMS** should take the responsibility for reporting the score. **CYOSCORES@HOTMAIL.COM**
12. To avoid conflicts with May Processions, class trips, retreats, graduations, etc. you should attempt to get all these dates from your parish before the season. **ALL DATES ON WHICH A TEAM IS UNABLE TO PLAY MUST ACCOMPANY THE ENTRY FORM AT THE TIME IT IS SUBMITTED TO THE CYO OFFICE.** The CYO Office will attempt to accommodate teams where it is able. **Not all conflicts can be honored.** Once the schedule is completed, no changes will be made because a team, or a coach, cannot make a game on a certain day. The game must be played or forfeited.

## GAME PLAY

1. All CYO Baseball Leagues will use the current rules of the [National Federation of State High School Associations \(NFHS\)](#) with the following exceptions.
2. When the teams exchange sides between innings, the pitcher must move quickly to the mound. He will be allowed three (3) practice pitches. On the third pitch, the catcher may throw

## BASEBALL

RULE	ROOKIE *****
Shoes	No metal spikes
Length of game	Six (6) innings****
Pitching distance	Forty-six (46) feet*
Base distances	Sixty (60) feet
Stealing	No stealing
Leads	After ball crosses home plate
Dropped third strike	No advancement
First base other than a hit	Only first base
Inning slaughter rule	Tenth (10 <sup>th</sup> ) batter in same inning ...when play initiated by batter is over ...batter can not walk ... must be a hit or out.
Game slaughter rule	None
Number of fielders	Nine (9)
Number of batters	Equal to the number of players at the game ... once submitted – no change ...late – add to end ...injury –skip with no out.
Pitching	Machine –suggested speed “50” ...or an agreed upon speed by both coaches...operated by a coach from the batting team ...no change once game starts.
Pitching ...Play-offs	
Balls/Strikes	Maximum pitches allowed is 7, unless the 7th pitch is a foul ball. Three strikes is an out. Strikes are only recorded as swinging. Failure to put the ball in play by the 7th pitch is an out.
Pitching Machine / Player	Player positioned “near” machine to act as fielder for the pitching position ...Batted ball striking any part of machine is a “DEAD BALL” Ball is DEAD when in possession of the player fielding the pitcher position, as such, the batter is awarded 1st base and all runners advance 1 base.

\* Measured from the front of the pitching rubber to the back of home plate.

\*\* May use Seventy (70) feet on regional ball fields that have permanent bases

## RULES CHART

JUNIOR VARSITY	VARSITY
No metal spikes	Metal or non- metal spikes
Seven (7) innings	Seven (7) innings
Fifty (50) feet*	Sixty (60) feet six (6) inches *
Seventy-five (75) feet **	Ninety (90) feet
Stealing	Stealing
After ball leaves pitcher’s hand	High School Federation
No advancement	High School Federation
High School Federation	High School Federation
First out after ten (10) batters have batted in same inning ...that out shall be considered the third out ... except for the last inning of the game ***	Varsity “A” League - none. Varsity “B” League only - First out after ten (10) batters have batted in same inning ... that out shall be considered the third out ... except for the last inning of the game ***
When the home team has a ten (10) run lead after four and one-half (4 ½) innings ...when the visiting team has a ten (10) run lead after five (5) or six (6) innings	When the home team has a ten (10) run lead after four and one-half (4 ½) innings ...when the visiting team has a ten (10) run lead after five (5) or six (6) innings
Nine (9) Teams can start and play with eight (8)	Nine (9) Teams can start and play with eight (8)
Nine (9) or ten (10)...No DH Determined by number of players available at the start of the game.	Nine (9) or Ten (10)...No DH Determined by number of players available at the start of the game.
Player – no more than four (4) innings in one (1) game ...no more than five (5) innings in one (1) day ...three (3) outs constitute an inning	Player – no more than four (4) innings in one (1) game ...no more than five (5) innings in one (1) day ...three (3) outs constitutes an inning
Same as regular season	Player – no more than five (5) innings in one (1) game ...no more than six (6) innings in one (1) day ...three (3) outs constitute an inning
High School Federation	High School Federation
High School Federation	High School Federation

\*\*\* Does not apply to any post season games, tournament or play-offs.

\*\*\*\* Rookie games may play seven (7) innings. See Game Procedure, item 6 NOTE

\*\*\*\*\*Coaches are asked to meet prior to the start of the games, so that all coaches, players, and SPECTATORS know and understand the game rules.