

# Colorado Springs Baseball (CSB)

## 2025 Summer Baseball League

### Juniors Division (Ages 13-15)

CSB will follow official baseball rules except where modified.

#### Official Player

\*Only officially registered players who completed potential waiver/s and paid can participate in CSB. Use of an illegal player/s will result in a team's forfeit/s of those games.

\*For comments, questions, or suggestions, don't hesitate to get in touch with CSB at [coloradospringssummerbaseball@comcast.net](mailto:coloradospringssummerbaseball@comcast.net) or call 719-648-5171/719-244-1518.

\*Age limit will be determined as of August 31<sup>st</sup> of that calendar year.

\*Players can play down or up with league approval; contact Jorge Lacayo @ 719-648-5171 or email the league at [coloradospringssummerbaseball@comcast.net](mailto:coloradospringssummerbaseball@comcast.net). Please submit information as to why your player should play down or up. After CSB approval, players playing down that exceed the age cut of August 31<sup>st</sup>, will not be able to pitch. Subject: Approval Needed to Play Down or Up. Please submit information as to why your player should play down or up.

#### Players per Team/Number of Games/When are Games Played

\*Team roster will consist of 12-13 registered players per roster. The roster can be expanded to more players per coach's request only.

\*Juniors Division will play between 12-15 games including regular season and single elimination end-of-the-season tournament.

\*Team can expect to play one game during the week and one or two games on the weekend, weather permitting. Teams should expect to make -up canceled/postponed games as soon as scheduling allows, and this may result in more than two games per week.

#### Game Length/Locations/Dates/Times

\*Junior Division games will consist of six (6) innings.

\*No new inning will start after 2 hours of play and that inning should be completed unless the home team is batting, and they are ahead. On the weekend, if there is a game following, there will be a two-hour-drop-dead time limit.

\*If the last inning isn't completed, the score will revert to the last completed inning unless the home team takes the lead in the uncompleted inning. All games will end at official sunset or if weather and safety dictate earlier.

\* Games are considered regulation when 3 ½ (home team ahead) or 4 full innings have been played or when 1 ¼ hours have been played. Games that are not regulated will be rescheduled and continued from where the game was stopped. Games are also considered regulation when the mercy rule is used & met.

\*Tied games can be extended to determine a winner but must follow the limits listed above.

\*Junior games will normally be played at El Pomar Youth Sports Park, 2212 Executive Drive, Colorado Springs, Colorado 80906 or Leon Young Sports Complex, 1335 South Chelton Road, Colorado Springs, CO. All Colorado Springs Sporting Facilities are SMOKE AND TOBACCO FREE. Some games will be at local high schools.

\* Weekday games will start at 5:30PM. Weekend games start between 8:00 AM and 3:30 PM.

\*Teams are unable to finish last inning; the score from the previous inning will stand as the final score.

### **End-of-Season Tournament**

\*End of the Season Tournament will be Single Elimination and is tentatively scheduled for early August. There is a possibility of playing up to two to three games on the same day (Saturday or Sunday). Tournament Games will be played at either El Pomar Youth Sports Park and/or Leon Young Sports Complex.

\*In the event of inclement weather during the tournament: If unable to play, awards will be handed out to 1<sup>st</sup> and 2<sup>nd</sup> seeds in the tournament. If the tournament is canceled during the 1<sup>st</sup> or 2<sup>nd</sup> day of play, awards will be handed out to the two highest remaining seeds in the tournament.

\*Managers will maintain the Pitching Sheet. Both managers will review the pitch sheet before and after each game. See <http://coloradospringssummer.com/docs/PitchingSheet.pdf>

### **Regular Season Game Schedule**

\*The regular season schedule will be posted at [www.coloradospringssummerbaseball.com](http://www.coloradospringssummerbaseball.com). For any noted discrepancies please notify the league immediately.

\*Scheduled games will not be rescheduled unless it is ONLY a weather-related cancellation. If games are canceled for other than weather, teams can make the game/s, but it will be up to both coaches to schedule and pay for the rescheduling the game (including umpires).

## Short on Players

- \* A team must have seven (7) of its own players before being allowed to pick up players.
- \*Pick-up players (pool players) may not pitch but can play any other defensive position. They must bat at the end of the batting order.
- \*If the league cannot provide players in time for the game, a team can borrow up to two (2) players from the opposing team. Those players will play outfield only and will not bat with the team short of players. No outs will be recorded due to less than nine (9) batters.
- \*If a team is going to be short of players, it will be the responsibility of the coach to notify the league. Please email league 48-72 hours prior to the game to [coloradospringssummerbaseball@comcast.net](mailto:coloradospringssummerbaseball@comcast.net) with the following information: Team name, division, game date and time, and coach's best contact information.
- \*Pickup players can't be older than the division they are picked up to play. The substitute player can continue to play if a team member/s arrives after the start of the game.

### Pre-Game

- \*Players may warm up in the outfield. No live batting practice with hard baseballs will be allowed against the fences.
- \*Wiffle or lite-flite baseballs are allowed for batting practice in the outfield.
- \*No pre-game warm-ups can be done in the open areas around the baseball fields. Pre-game warm-ups can only be done on the outfield.
- \*The batting order will consist of all legal players present for the game using the continuous batting order. This order will not change throughout the game. If a player leaves the game for any reason (i.e., is injured or leaves early), that player will be skipped, and there will be no out charged. Borrowed players from the opposing team will only bat for their own team.
- \*Players arriving late will be added to the bottom of the batting order.
- \*An injured player may play defense only.
- \*Batting helmets must be always worn by players at all times by the on-deck/batter/base runners until they are back in the dugout.
- \*In consideration of safety, fake bunting and swing away (slash bunting) is NOT ALLOWED.
- \*Batters must keep on foot in the batter's box unless they request time, and it is granted.

## Base Runner/Running Rules

- \*Courtesy base runners needed due to injury, will be the last player that recorded an out.
- \*It is the responsibility of the base runner to avoid a collision. The runner must slide, give up, or attempt to return if the infielder is in position and has possession of the ball.

Runners may not attempt to dislodge the ball. The penalty is an out and ejection for unsportsman-like conduct at the discretion of the umpire. Malicious contact will supersede any fielder's obstruction.

\*Players may lead off.    **\*Headfirst slides are allowed.**

\*Managers are reminded about good sportsmanship and not to be overly aggressive on the bases when leading comfortably.

\*Courtesy Runner. With two outs, managers may use courtesy runners for the pitcher and catcher (last defensive inning for both). The Courtesy Runner is the last player that recorded an out. If the previous out is the scheduled pitcher or catcher, the courtesy runner may be the previous record out. A player cannot run for both the catcher and pitcher in the same inning. There is no courtesy runner for a pitcher or catcher who did not play at the end of the last defensive inning.

### **Defense**

\* When batting the entire roster, any player can substitute for another player on defense at any time. When batting only 9 or 10 players (EH), defensive substitutions require that the new player assume the position in the batting line-up of the player being replaced. Starting players may re-enter the game one time. The starting pitcher may not re-enter the game as a pitcher.

\*Players may not sit out two complete innings in a row and must be planned to play at least 9 outs.

\*Missed practices will have an impact on players playing time. The manager will make the final decision.

\*Players and Positions: Safety is first. Coaches will not be putting players in defensive positions that will increase the chances of injury. The player's abilities and the head coach, not the parents, will determine defensive positions.

### **Pitching**

\*No player will pitch more than four innings in any scheduled game, and no more than seven innings per calendar week. A calendar week is Sunday through Saturday. One pitch constitutes an inning pitched.

\*Pitcher must be removed when the coach visits the mound a second time in an inning or third time in a game.

\*Starting Pitcher may NOT re-enter the game as a pitcher after being removed from the game.

\*A pitcher who intentionally throws at a batter will be immediately ejected for unsportsman-like conduct. This is a judgment call by the umpire.

\*A batter may only be intentionally walked once per game. This can be done at any point in the count and the remaining pitches do not count as thrown. **\*No Pitch Count.**

\*Balks will be called when a pitcher's actions deceive the runner to gain an advantage of getting the runner out. Based on the plate conference, the umpire may warn the pitcher and instruct the pitcher on what they are doing wrong. The runner will go back to his original base. If the balk is considered live, the runner/s will be awarded a base.

\*Each new pitcher will be allowed up to 8 warm-up pitches. For subsequent innings, that same pitcher will be allowed a maximum of 5 pitches.

\*Pitching distance for juniors is 60 feet, 6 inches. **NO METAL CLEATS on PORTABLE MOUNDS. Players can wear rubber cleats, tennis or turf shoes.**

\*Pitching – On Field Warm Ups. On-field warm-up pitches before each half-inning are limited to a maximum of four.

### **Coaches and Umpires Pre-Game Conference**

\*Only managers will attend the plate conference.

\*Each manager will provide the play umpire one new and one game quality baseball.

\*At the plate conference, umpires and managers will exchange lineups, and discuss, as a minimum, the use of legal/proper equipment, field/weather conditions, pitching restrictions, substitute players, courtesy runners, balks, time/inning/run limits.

\*Managers will have the option to play with a 4-run rule/no mercy rule or play straight baseball with the mercy rule in effect. The mercy rule is 15 runs at 3 innings, 10 at 4 innings, or 8 runs at 5 innings. Games determined by the mercy rule are regulation.

\*Managers will determine if field and weather conditions are safe for play prior to the game starting. Once a game begins, the umpire-in-chief will make this call.

\*Both managers and umpires will review the protocol on Lightning. If lightning/thunder occurs within 5-6 miles during games, the umpires will suspend play. Prior to leaving the field, both managers and umpire/s will be established the soonest play can begin. It's a good idea to have both coaches and umpire/s cell number before leaving the field. Once fields are cleared due to lightning, they will remain closed for at least 30 minutes after the last lightning/thunder event within 5-6 miles, and play may not resume until both coaches and umpire/s have evaluated conditions. Everyone should take shelter in vehicles; do not stay in the dugout, by trees or standing water. If lightning occurs during practice times, everyone should immediately clear the field and take shelter. Please monitor weather websites that provide appropriate information, such as <http://www.lightningsafety.noaa.gov/>.

## Home Team

\*Home team will keep the official scorebook. Home team will notify league of the game results: who won, the score. Email result [csbscores@gmail.com](mailto:csbscores@gmail.com) Sub: Division, team name & score (Juniors: Reds 13 vs A's 3).

## Dugout

\*Only uniformed players, the manager, one coach and one scorekeeper are permitted in the dugout. The manager should require all others to leave the dugout. Players must stay in the playing area or on the bench during the game unless the manager permits them to leave. During a game, the only individuals allowed outside of the dugout are the defense team, the batter, base runners, manager and base coaches. **Each team must clean up their respective dugout and area after a game or practice.**

\*Coaches while on offense may use up to two buckets just outside the dugout.

## Bats

\*Juniors Division, players aged 13-14 are allowed to use either wood or metal bats with a diameter of 2 ¼ to 2 ¾. Allowed wood, USA/USSSA or BBCOR bats. BBCOR bats must be used by High School or players age 15.

## Batting Line-Up Rules

\*The batting order will consist of all players (officially registered) present for the game. This order will not change throughout the contest. If a player leaves the game for any reason (ie; is injured or leaves early), the order will move up and the team will not be charged with an out when that spot comes to bat.

\*Coaches will have the option of batting the whole roster or 10 players (Extra Hitter or/and DH)

\*Players arriving late may only be added to the bottom of the batting order. If only batting 9-10 players, they will be inserted into the DH or Extra Hitter slot in the batting order.

\*Batting helmets must be worn at all times by the on-deck batter/batter/base runners until they are back in the dugout

**NO METAL ON PORTABLE MOUNDS. Allowed: Hard rubber cleats, tennis and turf shoes. \*Metal Cleats are allowed only on dirt mounds.**

\* The ball is live on the third strike drop by the catcher.





## Catchers

- \*Must wear proper equipment: Must wear proper equipment: Catchers Helmet with throat guard (optional), Chest Protector, Shinn Guards and Athletic Cup.
- \*Players warming up a pitcher prior to or during a game must wear a catcher's mask with a throat guard (optional).
- \*Coaches should have catchers ready to catch prior to the offensive inning ending. A coach may warm up a pitcher prior to the inning.

## Keeping the Flow of the Game

- \*Arrive 45 minutes before your game. \*The plate conference will occur 10 minutes before game time.
- \*Have your equipment, game balls and lineup ready.
- \*Have the defense ready before your last offensive out, especially your catcher and pitcher
- \*Have backup game balls ready. Be prepared to dry baseballs in wet conditions.

## \* Umpire /Harassment of and Disputes

- \*The league will attempt to provide two umpires for each game.
- \*Umpires are expected to arrive the field 15 minutes prior to the game.
- \*There are no forfeits or makeup due to no umpire. The game must be played as scheduled. Please notify league officials at [coloradospringssummerbaseball@comcast.net](mailto:coloradospringssummerbaseball@comcast.net) if there is no umpire at your game 15 minutes before game start.
- \*If there is no umpire, a volunteer can come from the home team first, then from the visiting team.
- \*All umpire rulings are final. The league will not overturn umpires calls and there are no protests.
- \*Only team Managers will converse with the umpires reference calls. The manager must request time out and calmly consult with the umpire that made the call. A manager must not run out of the dugout or yell objections. Coaches and players will not argue balls/strikes. Coaches will provide the players and fans with an exemplary model of sportsmanship.
- \*During consultations with umpires about their rulings, the manager must remain in foul territory.
- \*The league will not tolerate any harassment of the umpires by managers, coaches, players or fans or any harassment/organized cheering against any opposing player or team.
- \*Managers are ultimately responsible for their fans.
- \*The umpires will not tolerate any abusive language, equipment throwing or other violent behavior by managers, coaches, players or fans.
- \*The umpires will warn any person guilty of participating in these actions once. A second violation will result in ejection from the game and removal from the field and facility. The umpire will report such ejections to the Umpire Coordinator within 24 hours. The league will determine if unsportsmanlike behavior, which results in a game ejection, will carry an additional game suspension from the initial ejection. For a second-game ejection there will be an automatic season-ending suspension.

Any player/coach ejected from a game will **immediately remove them self from the vicinity of the playing field** for the remainder of the game. Additional game suspensions from the initial ejection will be determined by the league.

### **Physical Altercation Players or Coaches**

\*Any physical altercations, players or coaches will result in season-ending suspension to a lifetime band from the league, depending on the severity of the incident.

### **Rain Delays**

\*Weekday games will not be suspended more than 60 minutes. Weekend games: suspension or postponement will be a game-by-game decision by league officials. Remain flexible, there is a good chance that an early game could be canceled but not the later game, and vice versa.

### **Rain Outs/Makeup Games due to Rainout**

\*The league will make every attempt to reschedule rainouts. The makeup game will be rescheduled 6-7 days after the rainout, unless both coaches agree on an earlier date. If coaches don't agree on a makeup date given by the league, it will be a forfeit. Rainouts will be made up on: Saturdays after the last scheduled game is played, or a weekday game (3:15pm) prior to the regular scheduled 5:30pm game, or Sunday of the following week after a rainout.

**\*No rainouts will be rescheduled after July 19th.**

\*Once El Pomar Youth Sports Park grounds crew cancels the game due to rain and poor field conditions, no players or coaches will be allowed on the field, including practice.

### **Lightning Safety Rules**

\*Umpires, coaches and other league leaders should monitor weather information and actual conditions for lightning/thunder during practice and games. This includes tone alerts. Stop the practice/game if you see/hear lightning and thunder within 5-6 miles.

\*Teams and fans will clear the fields and dugout to take appropriate cover. Avoid sheds, picnic shelters, baseball dugouts, and bleachers. If no sturdy building is nearby, a hard- top vehicle with windows closed will offer some protection. The steel frame of the vehicle provides some protection if you are not touching metal.

\*The practice/game will be suspended for at least 30 minutes after the last lightning/thunder event whether seen, heard, or indicated by tone alert or weather apps.

\*If you can't get to a shelter, stay away from trees. If there is no shelter, crouch in the open, keeping twice as far away from a tree as it is tall.

### **What to do if someone is struck by lightning**

\*Call for help. Call 9-1-1 or local ambulance service. Get medical attention as quickly as possible.

\*Give first aid. If the victim has stopped breathing, begin rescue breathing. If the heart has stopped, a trained person should give CPR. If the person has a pulse and is breathing, address any other injuries. CPR <http://depts.washington.edu/learncpr/quickcpr.html>. The injured person has received an electric shock and may be burned. Being struck by lightning can also cause nervous system damage, broken bones, and loss of hearing or eyesight. People struck by lightning carry no electrical charge that can shock other people.



### **Stay Informed about the Storm**

\*Listen to NOAA Weather Radio, local media, or other weather apps for the latest severe thunderstorm WATCHES and WARNINGS. Severe thunderstorms are those storms with winds in excess of 58 mph or hail larger than 3/4 inches in diameter. When conditions are favorable for severe weather to develop, a severe thunderstorm WATCH is issued.

\*Weather Service personnel use information from weather radar, satellite, lightning detection, spotters, and other sources to issue severe thunderstorm WARNINGS for areas where severe weather is imminent. Remember, however, that ALL thunderstorms produce deadly lightning.

\*For more information, visit the National Weather Service website at

<http://www.lightningsafety.noaa.gov/>

### **Field Rentals/Lost and Found**

\*El Pomar Youth Sports Park fields are available for rent. There is a minimum field rental time of 1½ hours. For any lost item, please contact El Pomar at 719- 630-0168, ext 1 for reservations.

### **Weather Cancellations**

\*Weather in Colorado Springs can change quickly! Coaches will notify their players as soon as games are canceled. The best way to get notifications is through Facebook or the CSB Website. Never assume games are canceled without checking with your coach, the website, or voicemail.

### **Lock your Car**

\*In the past, there have been vehicle break-ins at El Pomar Youth Sports Park. To prevent becoming a victim of this type of crime, here are a few simple precautions you can take: Don't leave any valuable items in plain sight in your car, lock your car – always park by other cars. Call the police if you see a break-in right away.

Colorado Springs Baseball will continue to update playing rules as needed. Dates are subject to change 1.5.2025