

Cross County League  
BY-LAWS



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CROSS COUNTY LEAGUE RULES YEAR 2024

## **CENTRAL COUNCIL**

A Central Council will be formed with representatives from EACH town. The Council will reform each September and will serve TWO years.

- A. The Presidency will rotate between towns every two years.
  - September 2029-2030 - Tri-Village
  - September 2031-2032 - Franklin Monroe
  - September 2033-2034 - Arcanum
  - September 2035-2036 - Bradford
  - September 2037-2038- Ansonia
  - September 2023-2024 - Newton
  - September 2025-2026 - National Trail
  - September 2027-2028 - West Milton

Any New Towns will be added to the bottom of the list.

The President is responsible for chairing council meetings and scheduling the entire league.

- B. The other members of the council will act as league treasurer, secretary, tournament advisor, and purchaser of trophies.
- C. Each town has one vote through their council representative. Three of five (3 of 5) towns must be present for a meeting to be official.
- D. Trophy cost will be paid by league treasurer based on the number of teams in each division.
- E. The Council will discuss any proposed changes to the current rules and by-laws. The Council will agree on the wording of the rules or by-laws. The secretary will include the proposed wording in the minutes. Each member shall then be responsible for determining the position of his or her town before the next council meeting. A vote will be taken at the next council meeting. If the change is passed with no rewording, it becomes effective immediately

and the league President will revise the written rules. If the wording is changed prior to voting, the change will not become effective until after the next meeting to allow for revote.

F. When a town has more than one team in a division, teams will be selected by a fair draft. The manager's child will be the ONLY guaranteed player assigned to the manager's team.

G. Each town will hold an open registration to all children within their school district. All children will play for the town where they attend school, unless their school district does not have a recreation league then they may play in the district that they live in. The Central Council must approve any exceptions.

H. All towns will complete registration by March 8th, and league teams will be established by March 15th.

I. Once a division reaches 16 or more teams, the teams will be split into 2 equal divisions (it is understood that equal divisions may not be possible if an odd number of teams are signed up). The divisions will be determined by the Central Council to best accommodate the teams on a year to year basis.

J. Each town determines their own registration fees.

K. Moneys will be collected by March 18th, and given to the league treasurer for the purchase of trophies: The League fees will be \$60.00 per team. Colt Boys and Jr. High Girls fees will be \$150.00. Towns holding the League tournament are responsible for paying umpires, except for the Colts Division and Jr. High Girls. The towns holding Colt and Jr. High Girls league tournaments will be reimbursed for sanctioned umpires; the amount reimbursed is limited to the total amount of league fees for said division minus the cost of trophies.

L. The Cross County League retains the right to adjust the league fees based on their current financial standing or other needs of the league that may arise.

M. The league will purchase third place trophies in all divisions no matter how many teams per division.

N. The Cross County League shall retain a minimum of \$1,000.00 in a checking and/or savings account at the end of each season after all expenses have been paid for the current calendar year.

O. No boy or girl will be permitted to play in a lower division than their age permits. Towns may appeal to allow a child play in a lower division if the child has some sort of physical disability that would hinder their game play and cause unsafe risk to their or others safety.

P. Each town will assign their players to the following divisions based on the child's age.

BOYS AND GIRLS: As of January 1st of the current year.

Mini Boys & Girls – 7-8 year olds

Minor - 9-10 year olds

Major – 11-12 year olds

Colts – 13-14 year olds\* see pitching restrictions in Colts rules

Q. Tournament locations will rotate. The rotation will be determined by The Central Council with the understanding that not all complexes may be able to host larger divisions. The Central Council will make every effort to work with the participating towns to allow them to host groups they are able to accommodate (It could be determined to allow 2 towns to host a larger division as a collaborative effort).

R. Seasons will consist of 7 home games and 7 away games, every game played will count when determining seeding for the tournament.

#### Tournament Rotation

	23	24	25	26	27	28	29	30
8U B	ARC	NEW	TV	ANS	NT	BRA	FM	MU
10UB	MU	ARC	NEW	TV	ANS	NT	BRA	FM
12UB	FM	MU	ARC	NEW	TV	ANS	NT	BRA
COLTS	BRA	FM	MU	ARC	NEW	TV	ANS	NT
8UG	NT	BRA	FM	MU	ARC	NEW	TV	ANS
10UG	TV	NT	BRA	FM	MU	ARC	NEW	TV
12UG	NEW	TV	NT	BRA	FM	MU	ARC	NEW
14UG	NEW	TV	ANS	NT	BRA	FM	MU	ARC

## **MINI BOYS RULES - GENERAL RULES**

1. Home team will furnish game balls and 1 plate umpire. Ump must be age 14+.
2. No protest of league games. Umpires decision is final.
3. The umpire has the right to eject any heckler from the premises. If the person refuses to leave, the umpire has the right to halt the game.
4. All coaches and umpires must have shirts on, and refrain from smoking on the field. No alcoholic beverages are permitted.
5. All league games must be completed by the start of league tournament date or will be forfeited. Home team is responsible for rescheduling. The only exception is games played on the last week of the season. Contact town President to reschedule.
6. The High School bat rule DOES NOT APPLY.  
League bat rule: Either wood, composite, or aluminum bats may be used. All wood bats must have tape on the handles.

**Any bat may be used as long as the barrel width does not exceed 2 5/8.**

7. The 2 managers must agree whether a game shall be started or not, due to unsuitable weather conditions.
8. The home plate umpire shall be the judge as to suspending a game after it has started, with the exception of Mini's where the field umpire will decide.
9. Any team not present within ten minutes of scheduled game time on the date set forth will automatically forfeit the game. (By Umpire's watch)
10. No player may play more than one age group with the exception of general rule No. 11.
11. If a team is unable to field a team, they may bring up a player from a lower division to complete their roster. Alternates must bat last. If the regular roster player is benched and the alternate ball player plays, the game will become a forfeit.
12. Alternates CANNOT practice with the team.
13. All players present and on the team roster must play, except that a player may be forced to sit the bench for disciplinary reasons; but only if agreed to by the opposing team coach.

14. If a player is either sick or injured, the player may remove himself or herself from the game by notifying the umpire. Once removed a player may re-enter the game one time. If the player is removed again for injury the player cannot re-enter the game. The player will be skipped and not counted as an out. Each player must play the minimum number of innings in the field, if they can't, they will be removed from the line up as stated above.

15. All Mini players are required to play 2 full innings in the field. (NO SUBSTITUTIONS ;) unless the game does not go the full number of innings, or due to injury. Failure to play all players the required number of innings will be forfeiture of the game.

16. When a player is ejected it will be for the rest of that game only. The town board he or she plays for will carry out any further action taken on that player.

17. Walk out music is not permitted.

## **PLAYING FIELD MINI BOYS DIVISION**

Boys 7-8, 60 feet base paths. 20 feet foul radius from home plate. Pitchers (Coach) must pitch from a minimum of 35 feet from home plate. 10' pitchers circle at 45' from home plate (Pitcher position area.)

Home Plate area Batters Box: The Batters Box is a rectangular shaped box measuring 3' by 6' parallel to and 6" from the side edges of Home Plate. The batters box is positioned so that the (back corner) of the home plates rectangle shape 17 by 8 1/2 is centered at the 2 1/2' or mid point of the 5'side of the box.

These two 3' by 6' boxes are 6" from and parallel to the sides of our home plate. These batter boxes are placed on each side of home plate.

## **PLAYING REQUIREMENTS**

1. Steel spikes cannot be worn
2. Catching equipment:
  - a. Hardball: Catchers must wear facemask with throat guard, (hockey style face mask) shin guards, helmets, and chest protector.
3. Batting helmets will be worn while at bat and on the bases.
4. NO JEWELRY of any kind will be allowed during a game. An exception will be made for religious or medical medallions. This shall be removed from chains and taped or sewn under the uniform.

5. Velcro sleeve strips may be worn but NO STRINGS OR RIBBONS OF ANY KIND.
6. Pockets will be empty.
7. Type Balls: Hardball: will be regulation balls

### **MINI BOYS RULES - GAME RULES**

1. The Ohio High School rulebook will be used with the exception of specific league rules.
2. A game shall consist of 5 innings. A game will be considered complete if suspended after 4 full innings or 3 1/2, if the home team is winning. Games will be limited to 1 ½ hours then the next inning will be considered the open inning.
3. There will be a 12 run rule after the 4th inning or 3-1/2 if home team.
4. All half innings shall consist of 3 outs or 6 runs, except the 5th inning, which will consist of 3 outs being made.
5. If a player throws a bat, both teams will be warned at the same time. The next player throwing a bat from either team will be called out. The batter is out; the ball is dead, and all runners return to their base.
6. A straight batting order will be used. All players will bat. If a player shows up after the game has started, he will be put in last position in the batting order.
7. No pinch runners except in the case of injury. If a runner is injured, the pinch runner will be the player who made the last out. High School speed up rule does not apply.
8. Teams will consist of 10 players, 6 of which will play the standard infield positions. All base players cannot play past 5 feet in front of the base line.
9. Teams must field at least 8 players to begin a game.
10. A batted ball must travel at least 20 feet to be in play or fair. The field will be lined showing the 20-foot area. If a pop up is caught within the 20-foot area the batter is out. If a ground ball is touched within the 20-foot area it is a foul ball. If the ball stops on the line, it is a fair ball.
11. A base runner may not steal or leave base until after a ball is hit. The umpire will declare a Dead ball. FIRST TIME-will be a warning for both teams, runner/s will return to base, no pitch to batter and play resumes. SECOND TIME-dead ball will be declared by the umpire-no pitch to

the batter, no one advances, and the runner is out. If third out, the batter is the first batter the next inning.

12. Coach pitching must pitch from 35' marker on diamond. Coach Pitcher must have one foot on 35' marker while pitching. Coach Pitcher must leave playing field after ball is hit and in play. If coach pitcher does not exit the playing field during an active play, a warning will be issued by the plate umpire. Second warning, play will be called dead. Batter is called out and no runners can advance. Pitcher player may be no closer than the 10-foot pitchers circle that is 45 feet from home.

13. Infield hit : Batter and runner can advance only one base, but at their own risk. Base runners can advance 1 base on an overthrown ball from the infield at own risk.  
Example – If the batter hits the ball to the pitcher, with a runner on first, the runner advances to second base and the batter advances to first. If the pitcher overthrows first base, then the runner now on second can advance to third and the batter on first can advance to second. Both runners would not be able to advance beyond the bases. Both of these would be at the runners own risk. If the first baseman tries to throw the runner out at second and overthrows the base, the runners CANNOT advance any further.

Definition-infield hit: a batted ball that is stopped/fielded within the established infield area.\* Due to differences in diamond sizes, umpire will establish how they will judge I.F./O.F. hits during pregame meeting.

14. Outfield hit: Fielder must stop the lead runner to be declared a dead ball. Example: Ball under control by player stopping lead runner progress. Once lead runner progress is stopped, time may be called by umpire. Definition: a batted ball that travels through Or past the infielders and into the established outfield area. \*a ball fielded by an outfielder within the infield is still only an infield hit. A ball fielded in the outfield by an infielder is still an outfield hit.

15. Pitching position player must play inside the 10 foot pitchers circle no closer than 40 foot from home plate, until a pitch is made. Pitcher must have at least 1 foot inside the circle at the time of the pitch.

16. A defensive coach can be used in the vicinity of 2nd base (outfield side) for instructional purposes only. He must not in any way interfere with the players or umpire.

17. All managers will pitch to their own team under or over handed. Each batter may be thrown up to 7 pitches or 3 swinging strikes, whichever comes first. However, if the batter fouls on the third strike, they continue to bat until all 7 pitches have been used. If the 7th pitch is fouled, the batter will continue until a pitch is not hit or fouled at which point the batter will be called out. A batted ball that hits a pitching coach will be a dead ball and counted as a no pitch.

18. Chanting will be allowed in mini division only. Hey batter batter swing. No chanting at a specific child other than batter.



19. Infield fly rule will not be used.

DEFINITION OF THE PITCHERS CIRCLE: The Pitchers circle is a chalked line running 10' in diameter from a 45' distance from home plate.

DEFINITION OF UNDER CONTROL: If a ball is picked up in the glove or bare hand then dropped while trying to throw it the ball has been under control.

### **MINI BOYS RULES - LEAGUE TOURNAMENT RULES**

1. League standings: No league ties, there will be a clear 1st, 2nd and 3rd place winners.
  - a. First tiebreaker—head to head play during LEAGUE PLAY ONLY\*.
  - b. Second tiebreaker—least runs scored against your team during LEAGUE PLAY ONLY\*.
  - c. Third tiebreaker – flip-of-coin

\*League play is defined as the first time two teams meet during the regular season regardless if their first meet happens to be the second time they were scheduled to play.

2. There will be a drawing no later than Wednesday, one week before the tournament. Host town should inform all towns of date and time.

3. Before the drawing, the top three teams must be seeded. The first seed will choose where they want to be placed on the bracket, the second seed will decide where they want to go on the bracket, and then the third seed will decide where they want to go on the bracket. The 1st, 2nd, and 3rd seed may waive the right to choose their bracket location until the remaining teams begin their “draw from a hat” process. The teams left will draw numbers out of a hat; and #1 will go on the bracket, then #2 and continue in a numerical order until all teams are placed. If a coach or representative from a team doesn't show up they will be placed last on the bracket.

4. Teams of the same town will play each other if drawn.

5. Home town furnishes all balls, umpires, and supplies needed for the tournament.

6. Cross County League will supply trophies.

7. If a lower division player is needed to play on an upper division team, he or she can play for only ONE team during the entire tournament.

8. Tournament will be run as a double elimination tournament with an ASA style bracket used for the drawing of the tournament. Brackets should be posted during the games. Contact the tournament chairman if you need ASA brackets.

9. League rules will be used for tournaments
10. No more than three games per team per day. Tournament games shall include play through 14 days.
11. All Games will be played out. No suspended games for ANY REASON.

### **MINI GIRLS RULES - GENERAL RULES**

1. Home team will furnish game balls and 1 plate umpire. Ump must be age 14+.
2. No protest of league games. Umpires decision is final.
3. The umpire has the right to eject any heckler from the premises. If the person refuses to leave, the umpire has the right to halt the game.
4. All coaches and umpires must have shirts on, and refrain from smoking on the field. No alcoholic beverages are permitted.
5. All league games must be completed by the start of league tournament date or will be forfeited. Home team is responsible for rescheduling. The only exception is games played on the last week of the season. Contact town President to reschedule.
6. The High School bat rule DOES NOT APPLY.  
League bat rule: Either wood, composite, or aluminum bats may be used. All wood bats must have tape on the handles.  
Players may only use 2 ¼" bats with NO drop limit.
7. The 2 managers must agree whether a game shall be started or not, due to unsuitable weather conditions.
8. The home plate umpire shall be the judge as to suspending a game after it has started, with the exception of Mini's where the field umpire will decide.
9. Any team not present within ten minutes of scheduled game time on the date set forth will automatically forfeit the game. (By Umpire's watch)
10. No player may play more than one age group with the exception of general rule No. 11.
11. If a team is unable to field a team, they may bring up a player from a lower division to complete their roster. Alternates must bat last. If the regular roster player is benched and the alternate ball player plays, the game will become a forfeit.

12. Alternates CANNOT practice with the team.
13. All players present and on the team roster must play, except that a player may be forced to sit the bench for disciplinary reasons; but only if agreed to by the opposing team coach.
14. If a player is either sick or injured, the player may remove himself or herself from the game by notifying the umpire. Once removed a player may re-enter the game one time. If the player is removed again for injury the player cannot re-enter the game. The player will be skipped and not counted as an out. Each player must play the minimum number of innings in the field, if they can't, they will be removed from the line up as stated above.
15. All Mini players are required to play 2 full innings in the field. (NO SUBSTITUTIONS;) unless the game does not go the full number of innings, or due to injury. Failure to play all players the required number of innings will be forfeiture of the game.
16. When a player is ejected it will be for the rest of that game only. The town board he or she plays for will carry out any further action taken on that player.
17. Walk out music is not permitted.

## **PLAYING FIELD MINI GIRLS DIVISION**

Girls 7-8, 60 feet base paths. 20 feet foul radius from home plate. Pitchers (Coach) must pitch from a minimum of 35 feet from home plate. 10' pitchers circle at 45' from home plate (Pitcher position area.)

Home Plate area Batters Box: The Batters Box is a rectangular shaped box measuring 3' by 6' parallel to and 6" from the side edges of Home Plate. The batters box is positioned so that the (back corner) of the home plates rectangle shape 17 by 8 1/2 is centered at the 2 1/2' or mid point of the 5'side of the box.

These two 3' by 6' boxes are 6" from and parallel to the sides of our home plate. These batter boxes are placed on each side of home plate.

### **PLAYING REQUIREMENTS**

1. Steel spikes cannot be worn
2. Catching equipment:
  - a. Softball: Catchers must wear facemask with throat guard, (hockey style face mask), shin guards, helmets, and chest protector from Minis through Fast Pitch.
3. Batting helmets (mask are optional) will be worn while at bat and on the bases.
4. NO JEWELRY of any kind will be allowed during a game. An exception will be made for religious or medical medallions. This shall be removed from chains and taped or sewn under the uniform.

5. Velcro sleeve strips may be worn but NO STRINGS OR RIBBONS OF ANY KIND.
6. Pockets will be empty.
7. Type Balls: Softball : will be 11 inch / Yellow

## **MINI GIRLS RULES - GAME RULES**

1. The Ohio High School rulebook will be used with the exception of specific league rules.
2. A game shall consist of 5 innings. A game will be considered complete if suspended after 4 full innings or 3 1/2, if the home team is winning. Games will be limited to 1 ½ hours then the next inning will be considered the open inning.
3. There will be a 12 run rule after the 4th inning or 3-1/2 if home team.
4. All half innings shall consist of 3 outs or 6 runs, except the 5th inning, which will consist of 3 outs being made.
5. If a player throws a bat, both teams will be warned at the same time. The next player throwing a bat from either team will be called out. The batter is out; the ball is dead, and all runners return to their base.
6. A straight batting order will be used. All players will bat. If a player shows up after the game has started, they will be put in last position in the batting order.
7. No pinch runners except in the case of injury. If a runner is injured, the pinch runner will be the player who made the last out. High School speed up rule does not apply.
8. Teams will consist of 10 players, 6 of which will play the standard infield positions. No more than 6 players are allowed to play inside the rim but an infielder can play outside the rim at the time of the pitch. All base players cannot play past 5 feet in front of the base line.
9. Teams must field at least 8 players to begin a game.
10. A batted ball must travel at least 20 feet to be in play or fair. The field will be lined showing the 20-foot area. If a pop up is caught within the 20-foot area the batter is out. If a ground ball is touched within the 20-foot area it is a foul ball. If the ball stops on the line, it is a fair ball.
11. A base runner may not steal or leave base until after a ball is hit. The umpire will declare a Dead ball. FIRST TIME-will be a warning for both teams, runner/s will return to base, no pitch to batter and play resumes. SECOND TIME-dead ball will be declared by the umpire-no pitch to

the batter, no one advances, and the runner is out. If third out, the batter is the first batter the next inning.

12. Coach pitching must pitch from 35' marker on diamond. Coach Pitcher must have one foot on 35' marker while pitching. Coach Pitcher must leave playing field after ball is hit and in play. If coach pitcher does not exit the playing field during an active play, a warning will be issued by the plate umpire. Second warning, batter will be called out. Pitcher player may be no closer than the 10-foot pitchers circle that is 45 feet from home

13. Infield hit : Batter and runner can advance only one base, but at their own risk. Base runners can advance 1 base on an overthrown ball at own risk.  
Example – If the batter hits the ball to the pitcher, with a runner on first, the runner advances to second base and the batter advances to first. If the pitcher overthrows first base, then the runner now on second can advance to third and the batter on first can advance to second. Both runners would not be able to advance beyond the bases. Both of these would be at the runners own risk. If the first baseman tries to throw the runner out at second and overthrows the base, the runners CANNOT advance any further.

14. Fielder must have control of the ball inside the pitchers circle to be declared a dead ball. Runners can be stopped by securing the ball inside the pitchers circle by any defensive player or stopping the lead runner. If a base runner has not reached the base they are advancing to when the ball is called dead they cannot continue on to next base. A runner that does continue to next base after called dead ball will be at own risk and called back to previous base by umpire when play is done.

15. Pitching position player must play inside the 10 foot pitchers circle no closer than 40' from home plate, until a pitch is made. Pitcher must have at least 1 foot inside the circle at the time of the pitch.

16. A defensive coach can be used in the vicinity of 2nd base (outfield side) for instructional purposes only. He must not in any way interfere with the players or umpire.

17. All managers will pitch to their own team under or over handed. Each batter may be thrown up to 7 pitches or 3 swinging strikes, whichever comes first. However, if the batter fouls on the third strike, they continue to bat until all 7 pitches have been used. If the 7th pitch is fouled, the batter will continue until a pitch is not hit or fouled at which point the batter will be called out. A batted ball that hits a pitching coach will be a dead ball and counted as a no pitch.

18. Chanting will be allowed in mini division only. Hey batter batter swing .No direct chanting at a specific child other than batter.

DEFINITION OF THE PITCHERS CIRCLE: The Pitchers circle is a chalked line running 10' in diameter from a 45' distance from home plate.

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  - a. First tiebreaker—head to head play during LEAGUE PLAY ONLY\*.
  - b. Second tiebreaker—least runs scored against your team during LEAGUE PLAY ONLY\*.
  - c. Third tiebreaker – flip-of-coin

\*League play is defined as the first time two teams meet during the regular season regardless if their first meet happens to be the second time they were scheduled to play.

2. There will be a drawing no later than Wednesday, one week before the tournament. Host town should inform all towns of date and time.
3. Before the drawing, the top three teams must be seeded. The first seed will choose where they want to be placed on the bracket, the second seed will decide where they want to go on the bracket, and then the third seed will decide where they want to go on the bracket. The 1st, 2nd, and 3rd seed may wave the right to choose their bracket location until the remaining teams begin their “draw from a hat” process. The teams left will draw numbers out of a hat; and #1 will go on the bracket, then #2 and continue in a numerical order until all teams are placed. If a coach or representative from a team doesn't show up they will be placed last on the bracket.
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5. Home town furnishes all balls, umpires, and supplies needed for the tournament.
6. Cross County League will supply trophies.
7. If a lower division player is needed to play on an upper division team, he or she can play for only ONE team during the entire tournament.
8. Tournament will be run as a double elimination tournament with an ASA style bracket used for the drawing of the tournament. Brackets should be posted during the games. Contact the tournament chairman if you need ASA brackets.
9. League rules will be used for tournaments

10. No more than three games per team per day. Tournament games shall include play through 14 days.

11. All Games will be played out. No suspended games for ANY REASON.

## **MINOR BOYS RULES - GENERAL RULES**

1. Home team will furnish game balls and either 1 sanctioned umpire (behind the plate) or 2 non-sanctioned umpires (one behind the plate and one in the field).

2. No protest of league games. Umpires decision is final.

3. No chattering permitted. (hey batter batter swing)

4. The umpire has the right to eject any heckler from the premises. If the person refuses to leave, the umpire has the right to halt the game.

5. All coaches and umpires must have shirts on, and refrain from smoking on the field. No alcoholic beverages are permitted.

6. All league games must be completed by the start of league tournament date or will be forfeited. Home team is responsible for rescheduling. The only exception is games played on the last week of the season. Contact town President to reschedule.

7. The High School bat rule DOES NOT APPLY.

League bat rule: Either wood, composite, or aluminum bats may be used. All wood bats must have tape on the handles.

**Any bat may be used as long as the barrel width does not exceed 2 5/8.**

8. The 2 managers must agree whether a game shall be started or not, due to unsuitable weather conditions.

9. The home plate umpire shall be the judge as to suspending a game after it has started.

10. Any team not present within ten minutes of scheduled game time on the date set forth will automatically forfeit the game. (By Umpire's watch)

11. No player may play more than one age group with the exception of general rule No. 11.

12. If a team is unable to field a team, they may bring up a player from a lower division to complete their roster. Alternates must bat last. If the regular roster player is benched and the alternate ball player plays, the game will become a forfeit.
13. Alternates CANNOT practice with the team.
14. All players present and on the team roster must play, except that a player may be forced to sit the bench for disciplinary reasons; but only if agreed to by the opposing team coach.
15. If a player is either sick or injured, the player may remove himself or herself from the game by notifying the umpire. Once removed a player may re-enter the game one time. If the player is removed again for injury the player cannot re-enter the game. The player will be skipped and not counted as an out. Each player must play the minimum number of innings in the field, if they can't, they will be removed from the line up as stated above.
16. All Minor players are required to play 2 full innings in the field. (NO SUBSTITUTIONS ;) unless the game does not go the full number of innings, or due to injury. Failure to play all players the required number of innings will be forfeiture of the game.
17. When a player is ejected it will be for the rest of that game only. The town board he or she plays for will carry out any further action taken on that player.
18. Walk out music is not permitted.
19. Any Player being called up must be on a CCL team roster.

## **PLAYING FIELD - MINOR BOYS DIVISION**

Boys 9-10; 60 feet base paths and 46 feet pitching distance. (Pitching plate must be at field level, pitchers may not pitch from an elevated surface.)

Home Plate area Batters Box: The Batters Box is a rectangular shaped box measuring 3' by 6' parallel to and 6" from the side edges of Home Plate. The batters box is positioned so that the (back corner) of the home plates rectangle shape 17 by 8 1/2 is centered at the 2 1/2' or mid point of the 5'side of the box.

These two 3' by 6' boxes are 6" from and parallel to the sides of our home plate. These batter boxes are placed on each side of home plate.

## **PLAYING REQUIREMENTS**



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2. Catching equipment:
  - a. Hardball: Catchers must wear facemask with throat guard, (hockey style face mask) shin guards, helmets, and chest protector.
3. Batting helmets will be worn while at bat and on the bases.
4. NO JEWELRY of any kind will be allowed during a game. An exception will be made for religious or medical medallions. This shall be removed from chains and taped or sewn under the uniform.
5. Velcro sleeve strips may be worn but NO STRINGS OR RIBBONS OF ANY KIND.
6. Pockets will be empty.
7. Type Balls: Hard : will be regulation balls

### **MINOR BOYS RULES - GAME RULES**

1. The Ohio High School rulebook will be used with the exception of specific league rules.
2. A game shall consist of 5 innings. A game will be considered complete if suspended after 4 full innings or 3 ½ if the home team is winning. Games will be limited to 1 ½ hours then the next inning will be considered the open inning.
3. All ½ innings shall consist of 3 outs or 6 runs, except the 5th inning, which will be open. 10 players will be used on defense, 9 if 10 are not available
4. Bunting is allowed.
5. Base runners are allowed to steal all bases including home. All runners must stay on the base until the ball crosses home plate. No leading off. If a player is caught leaving the base early, runner will be sent back to previous base and warning will be issued. Second offense runner will be called out.
6. Base runners may steal home only on a pass ball or if the catcher makes a play to third attempting to put the runner out. The play is considered dead when the catcher gains possession of the ball, stops the forward progress of the runner and throws the ball back to the pitcher (the play is still dead if the throw is errant). With this making the play dead the pitcher may not try to put the runner out who is returning to third.
7. Definition of ball past the catcher. A pitched ball that goes beyond, behind the catchers position. Umpire has final decision of past ball.

8. A pitcher is allowed to pitch 3 innings per game. 1 pitch in any inning constitutes an inning pitched. No pitcher shall re-enter in the same inning. A pitcher may only re-enter once. Pitcher only receive 5 warm up pitches, the 5th pitch thrown goes down.
9. If a player throws a bat both teams will be warned at the same time. The next player throwing a bat from either team will be out. The batter is out; the ball is dead and all the runners' return to bases.
10. No dropped third strike
11. No suicide squeeze
12. A straight batting order will be used. All players will bat. If a player shows up after the game has started, he will be put in the last position in the batting order.
13. No pinch runners except in case of injury. If a runner is injured, pinch runner will be the player who made the last previous out. High School speed up rule does not apply. If catcher is on base and there are two outs you must use a courtesy runner so the catcher can get gear on to speed up the game. The last recorded out will be the courtesy runner.
14. There will be free substitution of all players
15. The infield fly rule will not be used.
16. There will be a 12 run rule after 4 innings or 3½ if the home team is winning.

DEFINITION OF UNDER CONTROL: If a ball is picked up in the glove or bare hand then dropped while trying to throw it the ball has been under control.

### **MINOR BOYS RULES - LEAGUE TOURNAMENT RULES**

1. League standings: No league ties, there will be a clear 1st, 2nd and 3rd place winners.
  - a. First tiebreaker—head to head play during LEAGUE PLAY ONLY\*.
  - b. Second tiebreaker—least runs scored against your team during LEAGUE PLAY ONLY\*.
  - c. Third tiebreaker – flip-of-coin

\*League play is defined as the first time two teams meet during the regular season regardless if their first meet happens to be the second time they were scheduled to play.
2. There will be a drawing no later than Wednesday, one week before the tournament. Host town should inform all towns of date and time.

3. Before the drawing, the top three teams must be seeded. The first seed will choose where they want to be placed on the bracket, the second seed will decide where they want to go on the bracket, and then the third seed will decide where they want to go on the bracket. The 1st, 2nd, and 3rd seed may wave the right to choose their bracket location until the remaining teams begin their "draw from a hat" process. The teams left will draw numbers out of a hat; and #1 will go on the bracket, then #2 and continue in a numerical order until all teams are placed. If a coach or representative from a team doesn't show up they will be placed last on the bracket.
4. Teams of the same town will play each other if drawn.
5. Home town furnishes all balls, umpires, and supplies needed for the tournament.
6. Cross County League will supply trophies.
7. If a lower division player is needed to play on an upper division team, he or she can play for only ONE team during the entire tournament.
8. Tournament will be run as a double elimination tournament with an ASA style bracket used for the drawing of the tournament. Brackets should be posted during the games. Contact the tournament chairman if you need ASA brackets.
9. League rules will be used for tournaments
10. No more than three games per team per day. Tournament games shall include play through 14 days.
11. All Games will be played out. No suspended games for ANY REASON.

### **MAJOR BOYS RULES - GENERAL RULES**

1. Home team will furnish game balls and either 1 sanctioned umpire (behind the plate) or 2 non-sanctioned umpires (one behind the plate and one in the field).
2. No protest of league games. Umpires decision is final.
3. No chattering permitted (Hey batter batter swing)
4. The umpire has the right to eject any heckler from the premises. If the person refuses to leave, the umpire has the right to halt the game.
5. All coaches and umpires must have shirts on, and refrain from smoking on the field. No alcoholic beverages are permitted.

6. All league games must be completed by the start of league tournament date or will be forfeited. Home team is responsible for rescheduling. The only exception is games played on the last week of the season. Contact town President to reschedule.

7. The High School bat rule DOES **NOT** APPLY.

League bat rule: Either wood, composite, or aluminum bats may be used. All wood bats must have tape on the handles.

**Any bat may be used as long as the barrel width does not exceed 2 5/8.**

8. The 2 managers must agree whether a game shall be started or not, due to unsuitable weather conditions.

9. The home plate umpire shall be the judge as to suspending a game after it has started.

10. Any team not present within ten minutes of scheduled game time on the date set forth will automatically forfeit the game. (By Umpire's watch)

11. No player may play more than one age group with the exception of general rule No. 11.

12. If a team is unable to field a team, they may bring up a player from a lower division to complete their roster. Alternates must bat last. If the regular roster player is benched and the alternate ball player plays, the game will become a forfeit.

13. Alternates CANNOT practice with the team.

14. All players present and on the team roster must play, except that a player may be forced to sit the bench for disciplinary reasons; but only if agreed to by the opposing team coach.

15. If a player is either sick or injured, the player may remove himself or herself from the game by notifying the umpire. Once removed a player may re-enter the game one time. If the player is removed again for injury the player cannot re-enter the game. The player will be skipped and not counted as an out. Each player must play the minimum number of innings in the field, if they can't, they will be removed from the line up as stated above.

16. All Major players are required to play 2 full innings in the field. (NO SUBSTITUTIONS;) unless the game does not go the full number of innings, or due to injury. Failure to play all players the required number of innings will be forfeiture of the game.

17. When a player is ejected it will be for the rest of that game only. The town board he or she plays for will carry out any further action taken on that player.

**18. Walk out music is not permitted.**

19. Any Player being called up must be on a CCL team roster.

## **PLAYING FIELD - MAJOR BOYS DIVISION**

Boys 11-12; 75 feet base paths and 51 feet pitching distance.

Home Plate area Batters Box: The Batters Box is a rectangular shaped box measuring 3' by 6' parallel to and 6" from the side edges of Home Plate. The batters box is positioned so that the (back corner) of the home plates rectangle shape 17 by 8 1/2 is centered at the 2 1/2' or mid point of the 5'side of the box.

These two 3' by 6' boxes are 6" from and parallel to the sides of our home plate. These batter boxes are placed on each side of home plate.

## **PLAYING REQUIREMENTS**

1. Steel spikes cannot be worn
2. Catching equipment:
  - a. Hardball: Catchers must wear facemask with throat guard, (hockey style face mask) shin guards, helmets, and chest protector.
3. Batting helmets will be worn while at bat and on the bases.
4. NO JEWELRY of any kind will be allowed during a game. An exception will be made for religious or medical medallions. This shall be removed from chains and taped or sewn under the uniform.
5. Velcro sleeve strips may be worn but NO STRINGS OR RIBBONS OF ANY KIND.
6. Pockets will be empty.
7. Type Balls: Hard : will be regulation balls

## **MAJOR BOYS RULES - GAME RULES**

1. Ohio High School rulebook will be used with the exception of specific league rules.

2. A game shall consist of 6 innings. A game will be considered complete if suspended after 4 full innings or 3 ½ if the home team is winning. Games will be limited to 2 hours then the next inning will be considered the open inning.
3. A pitcher is allowed to pitch 3 innings per game. 1 pitch in any inning constitutes an inning pitched. No pitcher shall re-enter in the same inning. A pitcher may only re-enter once. Pitcher gets 5 warm up pitches with the 5th pitch going down to speed up the game.
4. A straight batting order. All players will bat. If a player shows after the game has started, he will be put in the last position in the batting order.
5. No pitch runner except in case of injury. If a runner is injured, the pitch runner will be the player who made the last previous out. High school speed up rule does NOT apply. If the catcher is on base with 2 outs a courtesy running must be used so the catcher can put their gear on to speed up the game. The last recorder out will be the courtesy runner.
6. No suicide squeeze. Base runner cannot steel home on a pitched ball until the ball is touched by the catcher, or by a passed ball, or a wild pitch. (The intent of this rule is for the SAFETY of the player. To prevent the batter from swinging while the runner is stealing home.
7. FREE substitution of all players.
8. The infield fly rule will not be used.
9. There will be a 6 run limit per inning. There will be a 12 run rule after 5 innings or 4 ½ if the home team is winning.
10. If a player throws a bat both teams will be warned at the same time. The next player throwing a bat from either team will be out. The batter is out; the ball is dead and all the runners' return to bases.

## **MAJOR BOYS RULES - LEAGUE TOURNAMENT RULES**

1. League standings: No league ties, there will be a clear 1st, 2nd and 3rd place winners.
  - a. First tiebreaker—head to head play during LEAGUE PLAY ONLY\*.
  - b. Second tiebreaker—least runs scored against your team during LEAGUE PLAY ONLY\*.
  - c. Third tiebreaker – flip-of-coin

\*League play is defined as the first time two teams meet during the regular season regardless if their first meet happens to be the second time they were scheduled to play.

2. There will be a drawing no later than Wednesday, one week before the tournament. Host town should inform all towns of date and time.
3. Before the drawing, the top three teams must be seeded. The first seed will choose where they want to be placed on the bracket, the second seed will decide where they want to go on the bracket, and then the third seed will decide where they want to go on the bracket. The 1st, 2nd, and 3rd seed may wave the right to choose their bracket location until the remaining teams begin their "draw from a hat" process. The teams left will draw numbers out of a hat; and #1 will go on the bracket, then #2 and continue in a numerical order until all teams are placed. If a coach or representative from a team doesn't show up they will be placed last on the bracket.
4. Teams of the same town will play each other if drawn.
5. Home town furnishes all balls, umpires, and supplies needed for the tournament.
6. Balks will be enforced, 1 warning per pitcher.
7. Cross County League will supply trophies.
8. If a lower division player is needed to play on an upper division team, he or she can play for only ONE team during the entire tournament.
9. Tournament will be run as a double elimination tournament with an ASA style bracket used for the drawing of the tournament. Brackets should be posted during the games. Contact the tournament chairman if you need ASA brackets.
10. League rules will be used for tournaments
11. No more than three games per team per day. Tournament games shall include play through 14 days.
12. All Games will be played out. No suspended games for ANY REASON.

#### **COLT BOYS RULES - GENERAL RULES**

1. Home team will furnish game balls and at least 1 umpire. One sanctioned umpire behind the plate and (if available) one non-sanctioned umpire in the field.
2. No protest of league games. Umpires decision is final.

3. No chatter permitted. (hey batter batter swing)
4. The umpire has the right to eject any heckler from the premises. If the person refuses to leave, the umpire has the right to halt the game.
5. All coaches and umpires must have shirts on, and refrain from smoking on the field. No alcoholic beverages are permitted.
6. All league games must be completed by the start of league tournament date or will be forfeited. Home team is responsible for rescheduling. The only exception is games played on the last week of the season. Contact town President to reschedule.
7. The High School bat rule DOES **NOT** APPLY.  
League bat rule: Either wood, composite, or aluminum bats may be used. All wood bats must have tape on the handles.

**Any bat may be used as long as the barrel width does not exceed 2 5/8.**

8. The 2 managers must agree whether a game shall be started or not, due to unsuitable weather conditions.
9. The home plate umpire shall be the judge as to suspending a game after it has started.
10. Any team not present within ten minutes of scheduled game time on the date set forth will automatically forfeit the game. (By Umpire's watch)
11. No player may play more than one age group with the exception of general rule No. 11.
12. If a team is unable to field a team, they may bring up a player from a lower division to complete their roster. Alternates must bat last. If the regular roster player is benched and the alternate ball player plays, the game will become a forfeit.
13. Alternates CANNOT practice with the team.
14. All players present and on the team roster must play, except that a player may be forced to sit the bench for disciplinary reasons; but only if agreed to by the opposing team coach.
15. Colts will have a continuous batting order.
16. If a player is either sick or injured, the player may remove himself or herself from the game by notifying the umpire. Once removed a player may re-enter the game one time. If the player is removed again for injury the player cannot re-enter the game. The player will be



skipped and not counted as an out. Each player must play the minimum number of innings in the field, if they can't, they will be removed from the line up as stated above.

17. When a player is ejected it will be for the rest of that game only. The town board he or she plays for will carry out any further action taken on that player.

18. Walk out music is not permitted.

19. Any Player being called up must be on a CCL team roster.

## **PLAYING FIELD- COLT BOYS DIVISION**

Boys 13-15; 80ft to 90ft base paths and 56ft to 60'6"ft pitching distance.

Home Plate area Batters Box: The Batters Box is a rectangular shaped box measuring 3' by 6' parallel to and 6" from the side edges of Home Plate. The batters box is positioned so that the (back corner) of the home plates rectangle shape 17 by 8 1/2 is centered at the 2 1/2' or mid point of the 5'side of the box.

These two 3' by 6' boxes are 6" from and parallel to the sides of our home plate. These batter boxes are placed on each side of home plate.

## **PLAYING REQUIREMENTS**

1. Steel spikes may be worn
2. Catching equipment:
  - a. Hardball: Catchers must wear facemask with throat guard, (hockey style face mask) shin guards, helmets, and chest protector.
3. Batting helmets will be worn while at bat and on the bases.
4. NO JEWELRY of any kind will be allowed during a game. An exception will be made for religious or medical medallions. This shall be removed from chains and taped or sewn under the uniform.
5. Velcro sleeve strips may be worn but NO STRINGS OR RIBBONS OF ANY KIND.
6. Pockets will be empty.
7. Type Balls: Hard : will be regulation balls

## **COLT BOYS RULES - GAME RULES**

1. The Ohio High School rulebook will be used with the exception of specific league rules.
2. A game shall consist of 7 innings, a game will be considered complete if suspended after 5 full innings or 4 ½ if the home team is leading. **Games will be limited to 2 hours then the next inning will be considered the open inning.**
3. A pitcher is allowed to pitch 4 innings per game. 1 pitch in any inning constitutes an inning pitched. No pitcher shall re-enter in the same inning.
4. Game can start with 8 players. If start with 9 a game can be completed with no less than 8 players and no out will be recorded in the batting order where player is missing due to whatever reason. This is due to the use of the continuous batting order.
5. No designated hitter will be used.
6. There is no minimum of how many innings a player must play.
7. \* 15-year-old players are allowed to play, but can only pitch if they are still 14 on the cut of date of January 1st of that season. Any player turning 15 after the cut-off date can pitch all season.
8. Coaches must have all sign-up sheets upon request from other coach to verify ages.
9. If a player throws a bat both teams will be warned at the same time. The next player throwing a bat from either team will be out. The batter is out; the ball is dead and all the runners' return to bases.

## **COLT BOYS RULES - LEAGUE TOURNAMENT RULES**

1. League standings: No league ties, there will be a clear 1st, 2nd and 3rd place winners.
  - a. First tiebreaker—head to head play during LEAGUE PLAY ONLY\*.
  - b. Second tiebreaker—least runs scored against your team during LEAGUE PLAY ONLY\*.
  - c. Third tiebreaker – flip-of-coin

\*League play is defined as the first time two teams meet during the regular season regardless if their first meet happens to be the second time they were scheduled to play.

2. There will be a drawing no later than Wednesday, one week before the tournament. Host town should inform all towns of date and time. Before the drawing, the top three teams must be seeded. The first seed will choose where they want to be placed on the bracket, the second seed will decide where they want to go on the bracket, and then the third seed will decide where they want to go on the bracket. The 1st, 2nd, and 3rd seed may waive the right to choose their bracket location until the remaining teams begin their "draw from a hat" process. The teams left will draw numbers out of a hat; and #1 will go on the bracket, then #2 and continue in a numerical order until all teams are placed. If a coach or representative from a team doesn't show up they will be placed last on the bracket.
3. Teams of the same town will play each other if drawn.
4. Home town furnishes all balls, umpires, and supplies needed for the tournament.
5. Cross County League will supply trophies.
6. If a lower division player is needed to play on an upper division team, he or she can play for only ONE team during the entire tournament.
7. Tournament will be run as a double elimination tournament with an ASA style bracket used for the drawing of the tournament. Brackets should be posted during the games. Contact the tournament chairman if you need ASA brackets.
8. League rules will be used for tournaments
9. No more than three games per team per day. Tournament games shall include play through 14 days.
10. All Games will be played out. No suspended games for ANY REASON.

## **MICRO / T-BALL LEAGUE RULES**

(Note: The Cross County League does not govern the rules or play of each towns Micro / T-Ball league. This list of rules is only a suggestion for each town to use and is given for the benefit for each town to have something to pass out to the coaches.)

1. A game shall consist of 3 innings or 1 hour time limit.
2. Every player on team shall bat each inning, with last batter running until they stop or they are tagged out. After a team gets 3 outs in an inning, the bases will be cleared but the batting order will continue until everyone bats.


3. A batted ball must travel at least 20 feet to be in play or fair. The field will be lined showing the 20-foot area. If a pop up is caught within the 20-foot area the batter is out. If a ground ball is touched within the 20-foot area it is a foul ball. If the ball stops on the line, it is a fair ball.
4. A base runner may not steal or leave base until after a ball is hit.
5. Either wood or aluminum approved little league bats may be used. All wood bats must have tape on the handles.
6. Coach will give each player 5 pitches to hit the ball, after 5 pitches, the tee will be brought out for that player.
7. Infield hit (Inside the rim): Batter and runner can advance only one base, but at their own risk.
8. Outfield (Outside the rim): Fielder must have control of the ball inside the rim to be declared a dead ball. A runner going to the next base will do so at their own risk, and cannot advance any further. Example: ball under control (In a players hand or glove) a player on base cannot advance, but if he attempts to advance, he is at his own risk. If he makes the next base the umpire will return him to the previous base. If a player is off base when the ball is under control, he may attempt to make the next base at his own risk.
9. A defensive coach can be used (outfield side) for instructional purposes only. No more than 2 coaches on the field

**All-Towns Agreement Signatures**

By our signatures below, we have reviewed and approved the current By-Laws with all revisions and addendums.

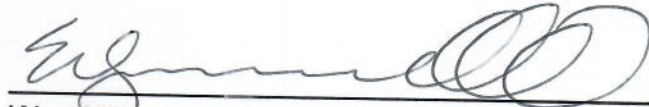
This report is hereby approved on this, the 18 day of February 2024.

  
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Arcanum


  
\_\_\_\_\_  
National Trail

  
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Franklin Monroe

  
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Tri-Village

  
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West Milton

  
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Bradford

  
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Newton

  
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Ansonia

