



CCSL Rules – Fall Season 2026

1. Games are 55 minutes, with **NO NEW INNINGS AFTER 50 MINUTES.** *** **GAMES CAN END IN A TIE** ***
2. **GAME TIME** is forfeit time except for the first game of the day. A five (5) minute window will be allowed only in the start times of the first games of the day.
3. The HOME team is predesignated on the schedule/score sheets.
4. **ONE ball & ONE strike count + ONE courtesy foul.**
5. **PITCHING height 6-12 feet.** The pitcher may take a position from the front edge of the pitcher's plate to 6 feet behind the pitcher's plate within the 24-inch width of the pitcher's plate with both feet firmly on the ground. The pitcher must come to a full and complete stop and must face the batter before delivery.
6. **COURTESY RUNNER** Rule.
 - Each team is allowed one (1) courtesy runner per inning.
 - The courtesy runner does not have to be predesignated on the lineup card, & it can be anyone on the roster, that is present, whether in the lineup for that game or not, but must be listed as a sub if not in the game.
 - Any player may have a courtesy runner.
 - The courtesy runner can be anyone in the lineup. Keep in mind, if you use a player as a courtesy runner and they come up to bat before crossing home plate, they will be an out.
 - If a player uses a courtesy runner and comes back up to bat in the same inning, the player cannot have another courtesy runner in that inning. Standard USA substitution rules are permitted.
7. **USA RUN RULE** applies:
 - 20 runs after 3 innings
 - 15 runs after 4 innings
 - 10 runs after 5 innings
8. **FLIP FLOP RULE** applies:
 - If the HOME team is trailing by the run rule margin in Rule 7 at the end of an inning, the teams flip flop — the home team bats in the top of the next inning and the visiting team bats in the bottom half.
 - The game ends if the home team cannot get within the margin, or if the visiting team builds the lead back to the margin.
9. Players needed to begin/play game

A team may start and play with a **minimum of nine (9) players** to avoid a forfeit. Any additional players listed in the line-up will be automatic outs if their at-bats arrive before they do.

The tenth (10th) player will be an automatic out every time he/she comes up to bat. Players arriving after the start of the game may be added to the bottom of the line-up only until the team has ten (10) players.
10. Teams may **BAT up to 12 players.** Cannot add above 10 once the game has started.
11. **ONLY USA-approved bats – NO ONYX.** If/when a non-approved bat is found – **THROW OUT BAT, CALL BATTER OUT,** but do not eject. Please warn the player that the bat is not to be used.
12. **PIP** accommodations can be used from the spring season. (use your best judgement/memory) **PIP** runner must use the **LAST OUT!**
13. **UNIFORMS** do not need to match
14. **LINE UP CARDS** do not need to be turned in with score sheets.
15. Top priority shall be sportsmanship! **NO F-BOMBS!**