

COLONIAL BASEBALL SUMMER LEAGUE

Game Rules - 2026 Season

Section 1. Rules Matrix Summary

These Game Rules are intended to match the 2026 CBSL Summary of Rules matrix. If a division-specific rule below differs from a more general rule, the division-specific rule controls.

Category	Rule
Batting order	Continuous batting order.
Bat type	Bat must have USA logo; no USSSA bats.
Bunting	Allowed; no slash bunts.
Game balls	Approved Little League baseballs only.
Dropped third strike	N/A; no dropped-third-strike advancement.
Leadoffs	Secondary leads only after the ball crosses the plate.
Mound visits	2 mound visits before pitcher removal in all divisions.
Hit by pitch	9A, 10A, 9B, and 10B: 3 hit batters requires pitcher removal.
Mercy rule	Visitors: 12+ runs after 4 innings. Home team: 12+ runs after 3.5 innings.

Division(s)	Pitch Count Limit*	Stealing**	Infield Fly	Per-Inning Scoring
9A / 9B	75 pitches per day + may finish batter.	Limited to 1 base at a time; cannot advance on catcher overthrow; cannot steal home.	No	5 runs max per inning, except last inning.
11A / 12A	85 pitches per day + may finish batter.	Can steal any base.	Yes	None.
10A	75 pitches per day + may finish batter.	Can steal any base.	Yes	None
10B	75 pitches per day + may finish batter.	Can steal any base.	Yes	5 runs max per inning, except last inning.
11B / 12B	85 pitches per day + may finish batter.	Can steal any base.	Yes	5 runs max per inning, except last inning.

* No pitcher may pitch 3 consecutive calendar days regardless of pitch count.

** No stealing, including passed balls and wild pitches, when a team is ahead by 12 or more runs.

Section 2. Game Length

1. A regulation game shall be 6 innings, unless shortened by weather, darkness, time limit, mercy rule, or mutual agreement approved under League policy. A game is official after four innings (3.5 if home team is leading)
2. Game time limits and no-new-inning rules shall be based on the home team's field-usage requirements as determined before the game, unless otherwise announced by the League.
3. An inning begins immediately after the third out of the previous inning.
4. Regular Season Ties: Regular season games may end in a tie. If a game is tied after 6 innings and time, daylight, and field availability permit, teams may continue play. If additional innings cannot be played, or if the game remains tied when play ends due to time, darkness, weather, field availability, or other conditions, the game shall be recorded as a tie.
5. Postseason Games: Postseason games may not end in a tie. If a postseason game is tied after 6 innings, the 7th inning shall be played under the same game rules as the first 6 innings. Beginning in

the 8th inning, and in each inning thereafter, the offensive team shall start the inning with a runner on second base. The runner placed on second base shall be the player who made the last completed at-bat in the previous inning.

If the game cannot continue due to darkness, weather, field availability, or other conditions, the game shall be suspended and resumed from the point of suspension at a date, time, and location determined by the League. The original batting order, score, outs, base runners, and pitcher eligibility shall carry forward to the resumed game.

6. The Board may adopt different time limits by age level.

Section 3. Batting, Bats, Bunting, and Game Balls

1. All players present bat in a continuous batting order.
2. Late-arriving players are added to the end of the lineup.
3. Free defensive substitutions are allowed.
4. Bats must have the USA Baseball logo. USSSA bats are not permitted.
5. Bunting is allowed. Slash bunts are not permitted.
6. Approved Little League baseballs shall be used for League play.

Section 4. Pitching and Catching

1. Pitcher usage shall prioritize arm health over competitive advantage.
2. Ages 9-10 may throw up to 75 pitches per day and may finish the batter.
3. Ages 11-12 may throw up to 85 pitches per day and may finish the batter.
4. Required rest is based on pitches thrown: 1-20 pitches = 0 days; 21-35 pitches = 1 day; 36-50 pitches = 2 days; 51-65 pitches = 3 days; 66+ pitches = 4 days off.
5. No player may pitch on three consecutive calendar days regardless of pitch count.
6. A pitcher removed from the mound may not return to pitch in the same game but may remain in the game at another position, subject to safety and substitution rules.
7. A pitcher who throws 40 or more pitches in a game is ineligible to catch later that day.
8. A player who catches 3 or more innings in a game is ineligible to pitch later that day.
9. For 9A, 10A, 9B, and 10B, a pitcher must be removed after 3 hit batters.
10. A pitcher must be removed after 2 mound visits.
11. Warm-up pitches shall be limited to 8 warm-up pitches or 1 minute of warm-up time (whichever comes first) between innings and for new pitchers entering the game.
12. Intentional walks may be executed by the defensive manager calling timeout and announcing the decision to the umpire. The automatic intentional walk is restricted to one time per game to a single batter. Four pitches are added to the pitcher's pitch count.
13. Balks shall not be called in CBSL games. Leading off is not permitted in any division, and runners may only take a secondary lead after the ball crosses the plate. Pitchers are still expected to pitch from the rubber and comply with proper pitching mechanics, and umpires may address illegal or unsafe pitching actions as appropriate.

Section 5. Base Running

1. Leading off is not permitted. Secondary leads are permitted only after the ball crosses the plate.

2. Dropped-third-strike advancement is not permitted in any division.
3. 9A, 9B, and: stealing is limited to one base at a time; runners may not advance on a catcher overthrow; runners may not steal home.
4. 10A, 10B, 11A, 11B, 12A and 12B: runners may steal any base.
5. No stealing is permitted, including passed balls and wild pitches, when a team is ahead by 12 or more runs.
6. Malicious contact is prohibited.
7. Headfirst slides into a base are prohibited except when returning to a base, depending on division rules.

Section 6. Fielding and Defensive Participation

1. Teams may use a maximum of 3 outfielders and 9 total defensive players.
2. The infield fly rule does not apply in 9A or 9B.
3. The infield fly rule applies in 10A, 10B, 11A, 11B, 12A, and 12B.
4. No player shall sit on the bench for excessive consecutive innings except for injury, illness, discipline, or late arrival.
5. For B teams, a minimum defensive participation rule is strongly recommended.
6. For A teams, the League may permit more competitive substitution patterns, but reasonable participation standards should still apply.

Section 7. Scoring, Run Limits, and Mercy Rule

1. 9A, 9B, 10B, 11B, and 12B divisions have a 5-run maximum per inning, except in the last inning.
2. 10A, 11A and 12A divisions have no per-inning run limit.
3. The last inning should be declared before the inning begins when game conditions require identifying a final inning.
4. The mercy rule is 12 or more runs after 4 innings for the visiting team, or 12 or more runs after 3.5 innings for the home team.

Section 8. Position Eligibility, Safety, and Courtesy Runners

1. Catchers must wear full catcher's gear in good condition.
2. Players may not play catcher if injured or physically unable to do so safely.
3. The League may limit certain positions based on safety, experience, or skill readiness.
4. Coaches must not place a player in a position for which the player is clearly unprepared from a safety standpoint.
5. Courtesy runners may be allowed for the catcher with 2 outs, or at any time for injury-related reasons, consistent with League policy.

Section 9. Equipment Rules

1. Players must wear helmets while batting, and running bases.
2. The "on-deck" position is strictly prohibited. No player is allowed to handle a bat, even for practice swings inside the dugout, until it is their official turn at bat.
3. Catchers must use protective cups and full catcher's equipment.

4. Metal cleats are be prohibited.
5. Coaches must remove damaged or noncompliant equipment from use.

Section 10. Umpires, Protests, and Game Administration

1. Umpires shall have authority to enforce the rules and maintain order.
2. Judgment calls are not subject to protest.
3. Coaches may respectfully request clarification on rule interpretations.
4. Unsportsmanlike behavior toward umpires may result in warning, restriction to bench, ejection, or further discipline.
5. Only rules misapplications may be protested. The protesting coach must notify the umpire and opposing coach at the time of the disputed ruling and before the next pitch or play, where feasible.
6. Home team shall be determined by the schedule unless otherwise stated.
7. Home team is responsible for field preparation, and game balls.
8. Visiting team shall assist with postgame field cleanup when appropriate.
9. Both teams shall be ready to start at the scheduled game time.

Section 11. Weather, Field Conditions, Suspended Games, and Forfeits

1. The League, site authority, or umpire may suspend or cancel games due to weather, field conditions, darkness, or unsafe conditions.
2. Lightning requires immediate suspension of play and clearing of the field.
3. A suspended game may be resumed or declared complete according to League policy.
4. A team may forfeit for failure to field the minimum number of eligible players, use of an ineligible player, refusal to continue play, or other serious rule violations, as determined by the League. For purposes of standings and tie-breakers, a forfeit should be recorded as 6-0 score.

Section 12. Board Authority

The Board may interpret, clarify, suspend, or amend game rules when necessary to address safety, fairness, scheduling, competitive balance, or operational issues, provided any material changes are communicated to coaches and families.