

Youth Baseball
Recreation
Game Rules

2009



COLLEYVILLE BASEBALL ASSOCIATION 2009

Season Recreation Rules
Version 0503-2009

Rules are interpreted by the CBA League Commissioner, the CBA President and the appropriate age-group commissioner. All rules interpretations, issues or disputes should be addressed to the age-group commissioner for consideration.

Commissioner Contact List			
Position	Name	Phone Number	Email
President	John Buesing	817-657-1999	JohnBuesing@sbcglobal.net
Vice President	Rick Rawlings	817-308-6179	Rickrawlings@verizon.net
League Commissioner	Kelly O'Neil	214-507-7222	kelly.oneil@att.com
05U Commissioner	Mike Cress	817-832-3170	mike.cress@rrd.com
06U Commissioner	Open	NA	NA
07U Commissioner	Chris Gonzales	214-206-5487	jllrogo@sbcglobal.net
08U Commissioner	Shawn Fuller	817-781-5805	shawn.fuller@gcisd.net
09U Commissioner	Craig Johnson	817-988-8235	j4@tx.rr.com
10U Commissioner	Britt Britton	817-577-4445	autographsink@aol.com
11/12U Commissioner	Don Hudson	817-437-3415	drhudson@att.net
13/14U Commissioner	Tim Garcia	817-846-3660	tgarcia@aptricity.com

PRIORITY OF RULES WHICH GOVERN CBA PLAY:

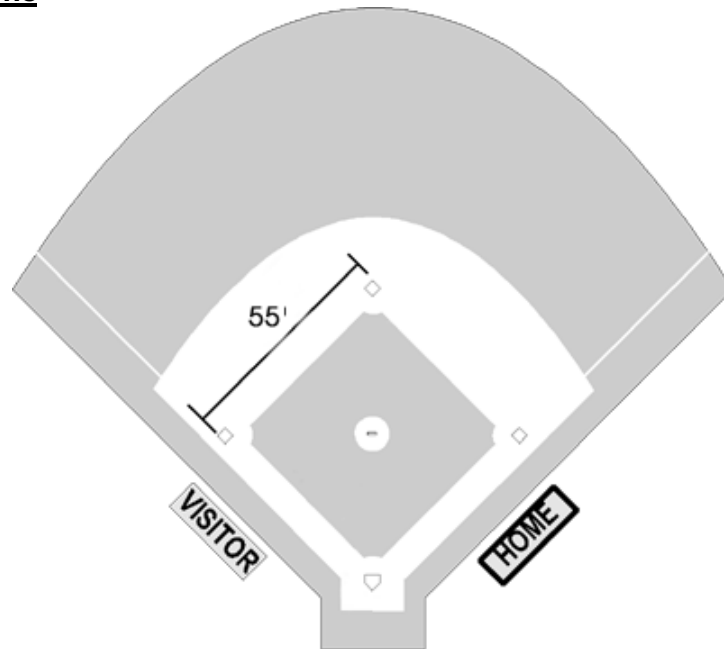
1. CBA Rules & Exceptions
2. USSSA Rules
3. Official Baseball Rules (<http://www.mlb.com>)



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05U Division Rules

Field Dimensions



05U Age Group Summary

Ages	5 years old by May 1 of the current season
Base Path	55 Feet
Length of Game	50 Minutes or 4 innings, whichever comes first
Ball Type	Rawlings TVB ball (or other manufacturer's equivalent)
In Field Fly Rule	No
Mercy Rule	No
Ties Allowed	No
Intentional Walks Allowed	No
Score Kept	No
Team Formation Method	Player Request/Coach Return
Equal Playtime Rule	Yes – See below for details

Other 05U Division Details

- All players bat in each inning.
- Bases are not cleared after 3 outs.
- Any ball hit must pass the grass cutout in front of home plate to be considered in play.
- All players play in the field defensively, regardless of the number of players in attendance.
- No running on overthrows to any base.
- Any put out at first base must be by throw, unless the ball is fielded by the first baseman.



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- All other players must make a throw to first.
- Only one (1) practice per week during the season.
- Each player must play ½ of the game in the infield.
- Each team must fill the catcher position with a player. No adult catchers will be allowed.
- Play stops when the ball crosses the base path from throw-ins from the outfield. Play stoppage is called by the umpire and is not subject to appeal.
- No strikeouts. Batter is out after failing to hit a fair ball after six (6) swings.

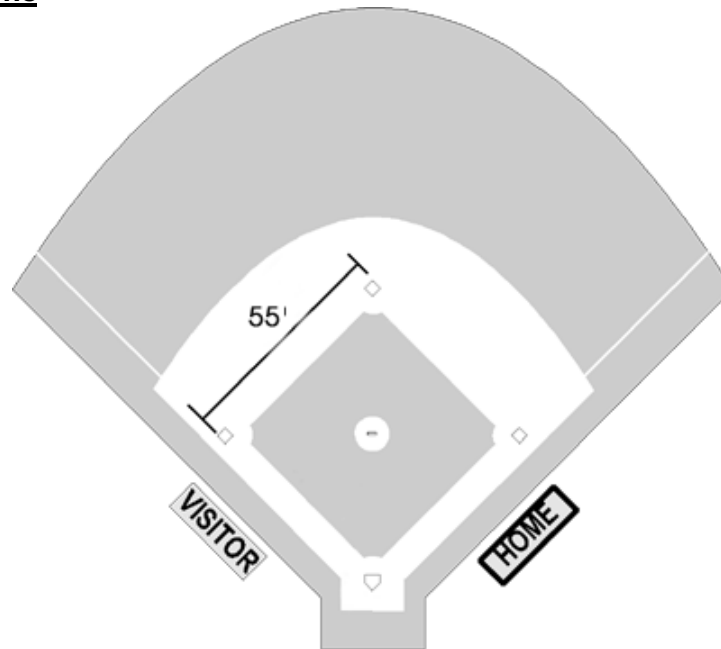


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06U Division Rules

Field Dimensions



06U Age Group Summary

Ages	6 years old by May 1 of the current season
Base Path	55 Feet
Length of Game	1 hour or 5 innings, whichever comes first
Ball Type	Rawlings ROLBUSSSA baseball (or other manufacturer's equivalent)
In Field Fly Rule	No
Mercy Rule	No
Ties Allowed	No
Intentional Walks Allowed	No
Base Running/Lead Off	No Stealing
Score Kept	Yes
Team Formation Method	Player Request/Coach Return
Equal Playtime Rules	Yes – See below for details.

Other 06U Division Details

- Play three (3) outs or five (5) runs per inning, whichever comes first.
- All players play in the field defensively. One team may not play with more players defensively than the other team.
- Any ball hit must pass the grass cut out in front of home plate to be considered in play.
- On overthrows, players may proceed to the next base at their own risk.



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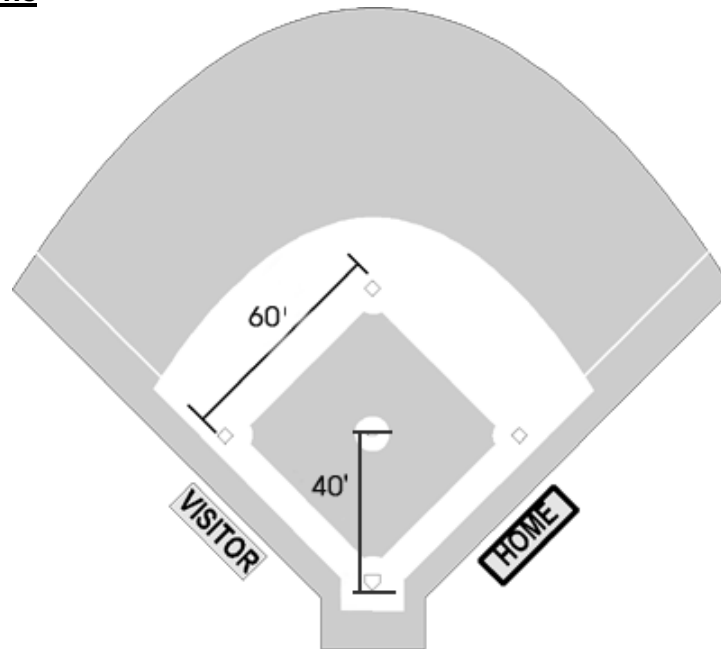
- No more than three (3) scheduled activities per week, e.g., if two games are scheduled for a team, that team may only have one practice.
- Each player must play $\frac{1}{2}$ of the game in the infield, or at least two (2) innings in a five (5) inning game.
- Each team must fill the catcher position with a player. No adult catchers will be allowed.
- Play stops when the ball crosses the base path from throw-ins from the outfield
- Play stoppage is called by the umpire and is not subject to appeal.
- The batter is out after failing to hit a fair ball after six (6) swings.
- No player will sit out defensively more than one (1) inning if the team has twelve (12) or fewer players.
- Game scores are recorded in the Coach Portal by the winning coach



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07/08U Division Rules

Field Dimensions



07/08UU Age Group Summary

Ages	7 or 8 years old by May 1 of the current season
Base Path	60 Feet
Pitching	40 Feet from front of pitching rubber to back of home plate
Length of Game	1 hour & 30 minutes or 6 innings, whichever comes first
Ball Type	Rawlings R200USSSA ball or other manufacturer's equivalent
In Field Fly Rule	No
Mercy Rule	Yes
Ties Allowed	Yes
Intentional Walks Allowed	No
Balks Called	NA
Slashing	Not Allowed
Base Running/Lead Off	No stealing. Ball must be in play to advance.
Score Kept	Yes – By Home Team
Team Formation Method	Coach Look & Draft
Equal Playtime Rule	Yes – See below for details.

Other 07/08U Division Details

- All players who attend the game will bat in a continuous batting order (all players will bat) and play under the free substitution rule.
- Game length is 1:30 or six (6) innings, whichever comes first.



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- No inning will be started after the time limit is reached.
- The next inning begins as soon as the home team makes the final out in the previous inning.
- The “mercy rule” for the 7U/8U divisions is:
 - 15 run lead after the 4th inning.
 - 10 run lead after the 5th inning.
 - If the home team is leading by the mercy rule run amount going into the bottom half of the inning, the game is over.
 - No more than five (5) runs per inning.
 - The sixth inning, if played, shall be limited to ten (10).
- The defensive player in the pitcher position will take his position to the left or right of the coach pitcher and must keep one foot in the dirt portion of the mound until the ball is hit. The defensive player may not be positioned in front of or behind the coach pitcher.
- The coach pitcher
 - Must pitch from the pitching rubber and keep one foot in contact with the rubber until the ball is thrown.
 - Must pitch from a standing position.
- The coach pitcher may not coach the players at any time while performing his coach pitcher responsibilities, including coaching of the player at bat and coaching while play is in progress.
- The coach pitcher must leave the field of play immediately after the ball is batted. The coach pitcher must remain in foul territory on either the first base or third base side until the play is over. The coach pitcher may not be behind the plate in foul territory.
- A batted ball
 - Striking the coach pitcher is a dead ball and is treated as a foul ball and a pitch for the batter.
 - Hits the coach pitcher and is the final allowed pitch to the batter, the batter is out.
- A thrown ball hitting the coach pitcher anywhere on the field (whether in fair or foul territory) results in a call of interference and the batter will be out. If the batter has already been put out, another out may be awarded to the defensive team at the umpire’s discretion.
- If the coach pitcher interferes with the fielding or throwing of a ball in fair or foul territory, interference will be called and the batter will be out. If the batter has already been put out, another out may be awarded to the defensive team at the umpire’s discretion.
- A pitch hitting a batter
 - Is treated as a pitch and first base is not awarded
 - The final pitch, the batter is out.
- A batter shall be declared out after
 - Failing to hit a fair ball after six (6) pitches are delivered.
 - There is no allowance for foul balls on the final pitch.
- Two (2) adult coaches may be positioned in foul territory
 - One (1) coach down the left field foul line
 - One (1) coach down the right field foul lines
 - May provide verbal instructions to their defensive team only
- No player can sit out defensively more than two (2) innings.
- Each player must play
 - 1/2 of the game in the infield or



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- two (2) innings in a five (5) inning game
- Runners advance at their own risk on overthrows.
- Play stops when the ball thrown from the outfield crosses the base path, is in control of a defensive player and the lead runner is not attempting to advance. Play stoppage is at the umpire's discretion and is not subject to appeal.
- No more than three (3) scheduled activities per week, 2 prior to the start of the season.
- No more than ten (10) defensive players may play the field on defense.
 - Four (4) outfielders must be used if ten (10) or more players are present at the game.
 - The outfield will be considered the grass portion of the outfield.
- Game scores are recorded in the Coach Portal by the winning coach

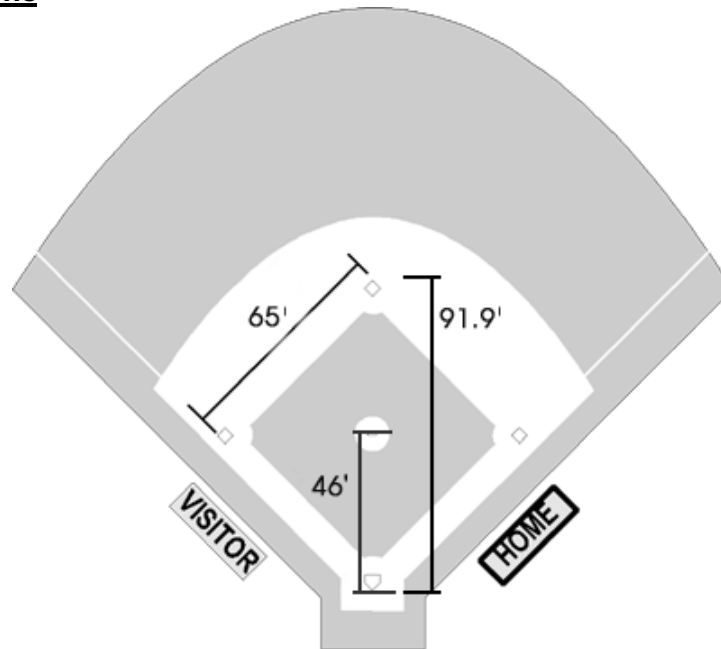


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09U Division Rules

Field Dimensions



09U Age Group Summary

Ages	9 years old by May 1 of the current season
Base Path	65 Feet
Pitching	46 Feet from front of pitching rubber to back of home plate
Pitching Limits	45 maximum pitches per pitcher per day; 2 day maximum before mandatory rest period (see details outlined below)
Home Base to 2 nd	91.9 Feet from back of home plate to the center of 2 nd base
Length of Game	1 hour & 30 minutes or 6 innings, whichever comes first
Ball Type	Rawlings R200USSSA ball or other manufacturer's equivalent
In Field Fly Rule	No
Mercy Rule	Yes
Ties Allowed	Yes
Intentional Walks Allowed	Yes
Balks Called	No
Slashing	Not Allowed
Base Running/Lead Off	Tight Bases. Steal only after pitched ball crosses home plate.
Dropped 3 rd Strike	No
Score Kept	Yes – By Home Team
Team Formation Method	Coach Look & Draft
Equal Playtime Rule	Yes - No player shall sit defensively two (2) consecutive innings



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Other 09U Division Details

- All players attending the game will bat in a continuous batting order and play under the free substitution rule.
- Game length is 1:30 or six (6) innings, whichever comes first. No inning will be started after the time limit is reached. The next inning begins as soon as the home team makes the final out in the previous inning.
- **Age group pitching rules:**
 - 45 maximum pitches per game per pitcher (age times 5)
 - Pitcher can finish current batter if maximum pitch count is reached
 - Foul tips **ARE** considered a legal pitch and counted toward the maximum
 - Warm ups are **NOT** counted toward pitching maximum
 - Pitcher cannot pitch more the two (2) days in a row
 - Rest Rule
 - 48 hours between pitcher mound visits once maximum pitch count is reached in a single game
 - If max pitch count not reached in a single game and pitcher is pulled, pitcher can **ONLY** pitch 50% of the maximum pitch count allowed for age group the next day.
 - After two (2) consecutive fractional days of pitching, a **MANDATORY** forty-eight (48) hour rest period is required
 - Enforcement of pitch count rule
 - 1st offense – coach is placed on probation if a coach engages in a blatant violation of the rule
 - 2nd offense – coach is suspended for one (1) game
 - Once player pitch limit has been met, umpire has the authority to pull pitcher if situation is deemed necessary for the safety of the player.
- **Play Time - No player shall sit defensively two (2) consecutive innings**
- The “mercy rule” for the 9U division is:
 - 15 run lead after the 3rd inning;
 - 10 run lead after the 4th inning;
 - 8 run lead after the 5th inning.
 - If the home team is leading by the mercy rule run amount going into the bottom half of the inning, the game is over.
 - No team shall score more than six (6) runs per inning through the fourth (4th) inning.
 - During the fifth (5th) and sixth (6th) innings, if played, there is no limit on the number of runs that may be scored.
- Tight bases (no lead-offs) will be played during all games.
- Base runners may leave the base they occupy once the pitch has crossed the plate.
- Running on a dropped third strike is not permitted.
- Runners may advance one base only at their own risk on any passed ball. If the catcher attempts to throw out a runner on a passed ball, the runner may not advance past the base to which he was attempting to steal.
- Game scores are recorded in the Coach Portal by the winning coach

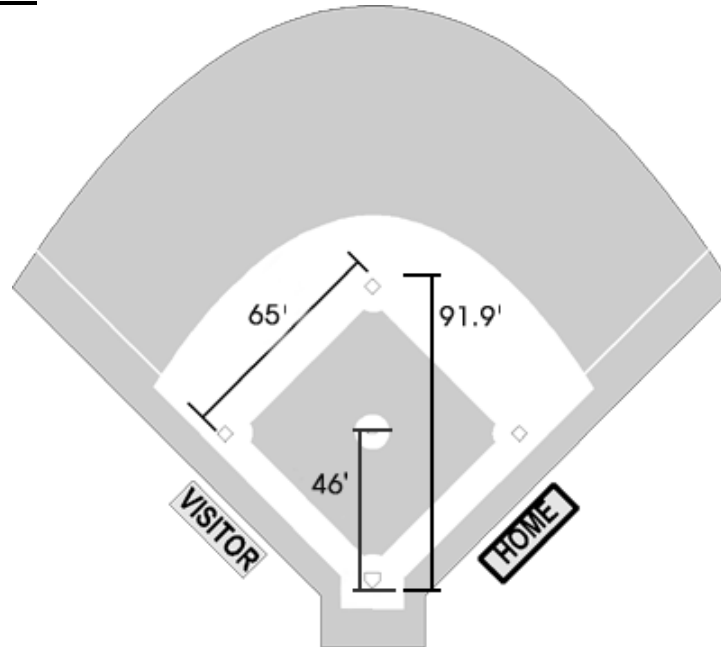


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10U Division Rules

Field Dimensions



10U Age Group Summary

Ages	10 years old by May 1 of the current season
Base Path	65 Feet
Pitching	46 Feet from front of pitching rubber to back of home plate
Pitching Limits	50 maximum pitches per pitcher per day; 2 day maximum before mandatory rest period (see details outlined below)
Home Base to 2 nd	91.9 Feet from back of home plate to the center of 2 nd base
Length of Game	1 hour & 30 minutes or 6 innings, whichever comes first
Ball Type	Rawlings R200USSSA ball or other manufacturer's equivalent
In Field Fly Rule	Yes
Mercy Rule	Yes
Ties Allowed	Yes
Intentional Walks Allowed	Yes
Balks Called	Yes
Slashing	Not Allowed (one warning / next out)
Base Running/Lead Offs	Loose Bases
Dropped 3 rd Strike	Yes
Score Kept	Yes – By Home Team
Team Formation Method	Coach Look & Draft
Equal Playtime Rule	Yes - No player shall sit defensively two (2) consecutive innings



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Other 10U Division Details

- Game length is 1:30 or six (6) innings, whichever comes first.
- No inning will be started after the time limit is reached.
- The next inning begins as soon as the home team makes the final out in the previous inning.
- **Age group pitching rules:**
 - 50 maximum pitches per game per pitcher (age times 5)
 - Pitcher can finish current batter if maximum pitch count is reached
 - Foul tips **ARE** considered a legal pitch and counted toward the maximum
 - Warm ups are **NOT** counted toward pitching maximum
 - Pitcher cannot pitch more two (2) days in a row
 - Rest Rule
 - 48 hours between pitcher mound visits once maximum pitch count is reached in a single game
 - If max pitch count not reached in a single game and pitcher is pulled, pitcher can **ONLY** pitch 50% of the maximum pitch count allowed for age group the next day.
 - After two (2) consecutive fractional days of pitching, a **MANDATORY** forty-eight (48) hour rest period is required
 - Enforcement of pitch count rule
 - 1st offense – coach is placed on probation if a coach engages in a blatant violation of the rule
 - 2nd offense – coach is suspended for one (1) game
 - Once player pitch limit has been met, umpire has the authority to pull pitcher if situation is deemed necessary for the safety of the player.
- **Play Time - No player shall sit defensively two (2) consecutive innings**
- The “mercy rule” for the 10U division is:
 - 15 run lead after the 3rd inning;
 - 10 run lead after the 4th inning;
 - 8 run lead after the 5th inning.
 - If the home team is leading by the mercy rule run amount going into the bottom half of the inning, the game is over.
 - No team shall score more than six (6) runs per inning through the fourth (4th) inning.
 - During the fifth (5th) and sixth (6th) innings, if played, there is no limit on the number of runs that may be scored.
- Loose bases (lead offs) will be played during all games.
- Balks will be called after a pitcher is given one warning (one warning per pitcher).
- Running on a dropped third strike is permitted pursuant to USSSA and Major League Baseball rules.

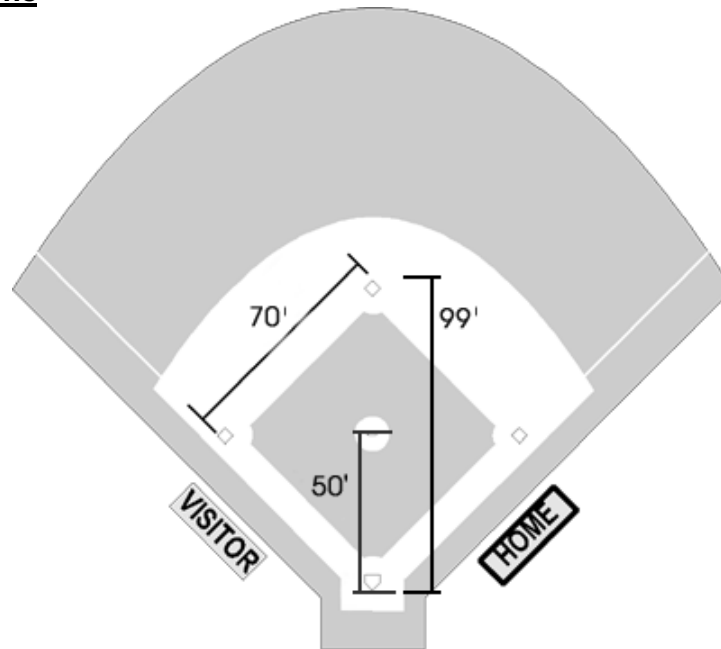


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11/12U Division Rules

Field Dimensions



11/12U Age Group Summary

Ages	11 or 12 years old by May 1 of the current season
Base Path	70 Feet
Pitching	50 Feet from front of pitching rubber to back of home plate
Pitching Count	60 maximum pitches per pitcher per day; 2 day maximum before mandatory rest period (see details outlined below)
Home Base to 2 nd	99 Feet from back of home plate to the center of 2 nd base
Length of Game	1 hour & 40 minutes or 6 innings, whichever comes first
Ball Type	Rawlings R200USSSA ball or other manufacturer's equivalent
In Field Fly Rule	Yes
Mercy Rule	Yes
Ties Allowed	Yes
Intentional Walks Allowed	Yes
Balks Called	Yes
Slashing	Not Allowed (warning on first / next out)
Base Running/Lead Offs	Loose Bases
Dropped 3 rd Strike	Yes
Score Kept	Yes – By Home Team
Team Formation Method	Coach Look & Draft
Equal Playtime Rule	Yes - No player shall sit defensively two (2) consecutive innings



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Other 11/12U Division Details

- Age group pitching rules:
 - 60 maximum pitches per game per pitcher (age times 5)
 - Pitcher can finish current batter if maximum pitch count is reached
 - Foul tips **ARE** considered a legal pitch and counted toward the maximum
 - Warm ups are **NOT** counted toward pitching maximum
 - Pitcher cannot pitch more the two (2) days in a row
 - Rest Rule
 - 48 hours between pitcher mound visits once maximum pitch count is reached in a single game
 - If max pitch count not reached in a single game and pitcher is pulled, pitcher can **ONLY** pitch 50% of the maximum pitch count allowed for age group the next/second day.
 - After two (2) consecutive fractional days of pitching, a **MANDATORY** forty-eight (48) hour rest period is required
 - Enforcement of pitch count rule
 - 1st offense – coach is placed on probation if a coach engages in a blatant violation of the rule
 - 2nd offense – coach is suspended for one (1) game
 - Once player pitch limit has been met, umpire has the authority to pull pitcher if situation is deemed necessary for the safety of the player.
- Play Time - No player shall sit defensively two (2) consecutive innings
- The “mercy rule” for the 11U/12U division is:
 - 15 run lead after the 3rd inning;
 - 10 run lead after the 4th inning;
 - 8 run lead after the 5th inning.
 - If the home team is leading by the mercy rule run amount going into the bottom half of the inning, the game is over.
- All players in attendance for the game will bat in continuous batting order and play under the free substitution rule.
- USSSA and Major League Baseball rules apply.

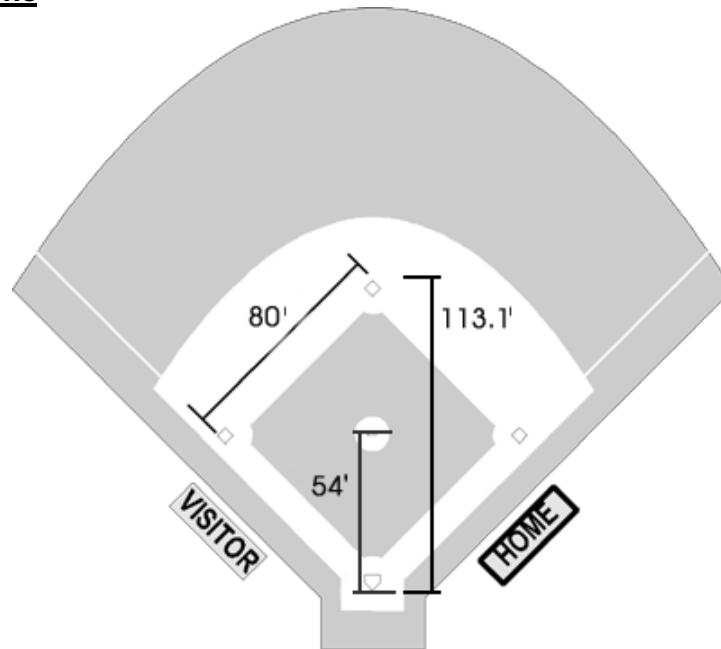


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13/14U Division Rules

Field Dimensions



13/14U Age Group Summary

Ages	13 or 14 years old by May 1 of the current season
Base Path	80 Feet
Pitching	54 Feet from front of pitching rubber to back of home plate
Pitching Count	70 maximum pitches per pitcher per day; 2 day maximum before mandatory rest period (see details outlined below)
Home Base to 2 nd	113.1 Feet from back of home plate to the center of 2 nd base
Length of Game	1 hour & 45 minutes or 7 innings, whichever comes first
Ball Type	Rawlings R200USSSA ball or other manufacturer's equivalent
In Field Fly Rule	Yes
Mercy Rule	Yes
Ties Allowed	Yes
Intentional Walks Allowed	Yes
Balks Called	Yes
Slashing	Yes
Base Running/Lead Offs	Loose Bases
Dropped 3 rd Strike	Yes
Score Kept	Yes – By Home Team
Team Formation Method	Coach Look & Draft
Equal Playtime Rule	Yes - No player shall sit defensively two (2) consecutive innings



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Other 11/12U Division Details

- Age group pitching rules:
 - 70 maximum pitches per game per pitcher (age times 5)
 - Pitcher can finish current batter if maximum pitch count is reached
 - Foul tips **ARE** considered a legal pitch and counted toward the maximum
 - Warm ups are **NOT** counted toward pitching maximum
 - Pitcher cannot pitch more than two (2) days in a row
 - Rest Rule
 - 48 hours between pitcher mound visits once maximum pitch count is reached in a single game
 - If max pitch count not reached in a single game and pitcher is pulled, pitcher can **ONLY** pitch 50% of the maximum pitch count allowed for age group the next day.
 - After two (2) consecutive fractional days of pitching a **MANDATORY** forty-eight (48) hour rest period
 - Enforcement of pitch count rule
 - 1st offense – coach is placed on probation if a coach engages in a blatant violation of the rule
 - 2nd offense – coach is suspended for one (1) game
 - Once player pitch limit has been met, umpire has the authority to pull pitcher if situation is deemed necessary for the safety of the player.
- Play Time - No player shall sit defensively two (2) consecutive innings
- The “mercy rule” for the 13U/14U division is:
 - 15 run lead after the 3rd inning;
 - 10 run lead after the 4th inning;
 - 8 run lead after the 5th inning.
 - If the home team is leading by the mercy rule run amount going into the bottom half of the inning, the game is over.
- All players in attendance for the game will bat in continuous batting order and play under the free substitution rule.
- USSSA and Major League Baseball rules apply.



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Colleyville Select (Travel) Teams

Traveling teams will follow rules as published by the organization under which they play.

General Recreation Policies and Rules

No metal cleats shall be worn by any player in the CBA recreational league EXCEPT IN THE 13/14U LEAGUE.

- For the enjoyment of our spectators and players, loud noise makers, public address systems, or other distracting nuisances are not allowed at Colleyville City Park.
- Alcoholic beverages are strictly prohibited at any CBA-sanctioned event.
- **THERE IS NO MANDATORY SLIDE RULE IN THE COLLEYVILLE BASEBALL ASSOCIATION.** Runners are never required to slide, but if a runner elects to slide, the slide must be a legal slide. Legal slides are further defined in USSSA rules. As determined by the umpires, players may be ejected from a game for "malicious contact."
- The home team will keep the official score during the game. Should there be any question during the game by an umpire regarding scoring (including but not limited to batting orders, ball/strike counts, outs or runs scored), the home team scorebook will always prevail.
- Umpires will maintain the official game time.
- Any team with at least eight (8) players may begin and /or finish a game without forfeit. The ninth batter will not result in an out unless that player was ejected from the game.
- Players arriving late or after their originally scheduled slot in the batting order will be placed at the end of the batting order without penalty. Teams will not be required to take an out for players departing the game early for any reason other than ejection. If a player is ejected from a game, the team will be required to take an out for that player's position in the batting order.
- No infield will be taken by any team prior to the game.
- Any base runner stealing home on a swinging strike is out at the time the bat is swung. **If this occurs, the coach of the team at bat will be immediately ejected from the game.** A bunt is not a swinging strike. If a base runner is called out for attempting to steal home under this rule, the ball is dead when the bat is swung. Please use caution when running the player at third base in a bases-loaded, two out, 3-2 count.
- Courtesy runners will be allowed in 9U through 13/14U age levels for the catcher and pitcher (as long as there are two outs in the inning) or in the event of injury or illness (regardless of the number of outs in the inning). The courtesy runner will always be the player who made the last out of the inning. **Courtesy runners for the catcher are mandatory with two outs.**
- The batter is required to keep one foot in the batter's box at all times in order to speed up play.
- Pitching rules will follow the USSSA guidelines.
- No inning will begin at Colleyville City Park after 10:00 PM.
- Games are considered official and complete after:
 - All innings are completed within the legal time, or
 - Time expired and all innings completed (tie), or



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- Time expired with innings remaining and home is ahead
- Games interrupted due to inclement weather or field conditions:
 - 05U through 11/12U age groups are considered completed if 2 ½ innings are played and the home team is ahead
 - 13/14U age group is considered completed if 3 1/2 innings are played and the home team is ahead
 - Incomplete games be scheduled at the discretion of the Colleyville Baseball Association based on agreeable dates, times and field space

Guest Players

- Guest players may be used if a team is projected to have eight (8) or fewer players in attendance.
- Guest players may not be used if a team has nine (9) players in attendance.
- Guest players must bat at the end of the batting order and may not pitch in games 9U and older.
- Guest players may only play in the outfield defensively.
- Any guest player must be playing in the CBA during that season (e.g., if the game in which the guest player is in the spring, then the guest player must be playing on a spring CBA team).
- Guest players must be from the same age group as their host team.
- The coach of the host team must have a copy of the medical release form for the guest player or parent/legal guardian of guest player present.

Equipment:

- All batters are required to wear approved helmets as soon as they exit the dugout.
- Offensive players may not remove their helmet until they have re-entered the dugout.
- Catchers are required to wear
 - a helmet/facemask
 - chest protector
 - shin guards
 - protective athletic supporter

This includes any time a catcher is warming-up a pitcher.

Sportsmanship:

- All players, coaches and spectators will conduct themselves properly and with respect for all others at Colleyville City Park.
- All players, coaches and spectators will abide by the rules of Colleyville City Park at all times while on the premises.
- Profanity, assault (whether verbal or physical) or any other abuse of any person by another at any CBA-sanctioned event is strictly prohibited.



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Ejections

- Any player, coach or spectator ejected from a game must leave the field immediately, including the immediate vicinity of the field on which the game is being played. Any ejected party may have no impact on the game from that point forward.
- Should a coach or player be ejected from a game, this also carries an automatic one-game suspension (the next game to be played).
- Additional discipline may be applied as determined by the CBA Sportsmanship Committee.
- Players may be ejected for deliberately attempting to injure another player through rough play or deliberately throwing equipment. These calls will be made by the umpires in their sole discretion.

Player Age Group Determination

- Unless approved by a CBA Officer Director (President, Vice President, Commissioner, Treasurer, Secretary), all players will play within their age group as outlined under USSSA rules.
- Parents must request a waiver from a CBA Officer Director for any age group change.
- Only very special circumstances will allow consideration for a player to play with a younger age group.
- Sibling situations are always considered, but under no circumstance may a player play more than one age group above his own.

“Tournament” or “Select” Players Playing in the Recreational League

- “Tournament” and “Select” players are welcome to play in the CBA recreational league.
- “Tournament” and “Select” players may not be draft-protected players in the CBA recreational league under any circumstance.
- Depending upon the number of “Tournament” or “Select” players in any given age group, the CBA may amend its drafting policies to ensure an equal talent distribution in the affected recreational league.

Cancellation of Games / Inclement Weather Policy

- In its sole discretion, the CBA or the City of Colleyville may cancel games for any reason.
- The CBA will attempt, subject to field availability and subject to its contract with the City of Colleyville, to reschedule all games lost due to cancellation.
- Depending on when cancellations occur, there may not be enough time in the season to reschedule cancelled games.
- The CBA will attempt to reschedule games at the convenience of the coaches, but cannot guarantee requests for rescheduled game times or dates.



COLLEYVILLE BASEBALL ASSOCIATION 2009

Season Recreation Rules
Version 0503-2009

- The CBA and the City of Colleyville utilize a lightning detection at Colleyville City Park. If the system detects a storm in the vicinity, a siren will sound indicating a dangerous situation is eminent. A strobe lamp will also illuminate.
 - When the first siren sounds, all players, coaches and spectators are to leave Colleyville City Park orderly and immediately.
 - The “all clear” signal (three short sounds of the siren and extinguishment of the strobe) indicates the threat has passed and play may resume, subject to field conditions.
 - Once the lightning detection system indicates danger, coaches and/or umpires may not independently decide to continue play, and play may not resume until the “all clear” signal has been given by the lightning detection system.
- Call the CBA Rain-Out Line at 817-416-BALL (2255) or check <http://www.colleyvillebaseball.com> for updated field playability information.