



Citrus Park
Baseball & Softball



CPSA Rules

All Citrus Park Sports Association (CPSA) youth divisions follow the [2021 Official Babe Ruth Baseball and Cal Ripken Rules, Regulations, and Playing Rules](#) except in circumstances when said rules are in conflict with posted CPSA rules. In such cases, CPSA rules will supersede Babe Ruth / Cal Ripken Rules. CPSA exceptions and rule clarifications for the 8U / Rookie division follow.

8U / Rookie League

Pregame

- Each manager must provide a lineup card to the umpire and to the opposing manager prior to game start. If a player bats out of turn, that batter is out at the time of pitch delivery following an appeal to the umpire (if necessary). The lineup then returns to the player whose turn it was to bat before the incorrect substitution.
- If the field is clear from previous activities/games, teams may use the field to warm up according to the following structure:
 - The visiting team will have exclusive use of the field for warm-up purposes for the first 15 minutes and the home team for the second 15 minutes during the half-hour preceding the game.
- Batting cage priority (in the event that only one cage is available) follows from the field usage timeline:
 - The home team will have exclusive use of the batting cage for warm-up purposes for the first 15 minutes and the visiting team for the second 15 minutes during the half-hour preceding the game.
- For an official game, a minimum of 8 players on each team is required. If a team is short, the manager is permitted to use a willing and eligible player(s) from another team in the division for that game. This player must bat last in the order and play in the outfield. If the 8 player minimum cannot be met, the game may still proceed as a scrimmage, with the short team accepting a forfeit loss in the official standings. If both teams are short, the outcome is a tie.

Pitching

- Per the Cal Ripken rules, the spring loaded pitching machine is intended to deliver strikes at 43 mph from 46 feet. For the fields with 60 foot base-paths at the Citrus Park complex, this means the body of the machine is placed behind the pitching rubber, with the front stakes just in front of the rubber (as the distance from the rubber to home plate is 46 feet).
- The machine should not need adjustment during a game; however, if the machine has ceased to throw consistent strikes or the speed has changed noticeably, umpire-supervised adjustments can be made with both managers consenting.
- Each batter receives a maximum of 5 pitches. If a fifth or subsequent pitch is fouled off, pitches may continue until the ball is hit in play, the batter swings and misses (resulting in an out), the batter takes a pitch without swinging (resulting in an out), or a foul tip is caught in the air by the catcher (resulting in an out).
- In accordance with Cal Ripken rules, after receiving the ball, the catcher does not throw back to the player at the pitching position. Rather, the catcher hands the ball to the umpire, who places the ball in a bucket. The bucket is returned to the pitcher after each batter (necessitating that at least 5 game balls are available). This rule greatly accelerates the speed of the game.

Defensive positioning





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- In agreement with Cal Ripken rules, When teams have 11 or more players, up to 11 fielders can be positioned defensively to maximize playing time. In such settings, 4 outfielders, a catcher, a pitcher, and 5 infielders are permitted. The fifth infielder is to play behind at least 5 feet behind second base, a deep infield position often referred to as "rover."

Base running

- Runners are permitted one base per overthrow, and there is no limit on the number of overthrows per at bat. Even if the runner is not allowed to run to the next base, they advance at their own risk and may be tagged out. For example, if a runner rounds second to take third on an overthrow to first base, the runner may be tagged out between second and third (even though advancement to third base was not permitted).
- The ball will be declared dead when the defensive team stops the lead runner or the runner abandons the effort to advance. Once play has been stopped, no other runners may advance beyond the last base tagged. This implies no "halfway" rules, where the umpire would need to determine whether the runner was halfway to the next base before the infield controlled the ball in order to decide whether to send the runner back to their previous base.

Mercy rules

- A maximum of 5 runs per team may be scored in innings 1 through 5. Eight runs are allowed in the sixth (final) inning. A sixth inning must be started before 1 hour 25 minutes of game time has elapsed; otherwise, the game is final after 5 innings.
- The bottom of the sixth will not be played if the visiting team leads by more than 8 runs after 5 ½ innings. Note that these rules supersede the Cal Ripken 15 run mercy rule after 3 innings / 10 run mercy rule after 4 innings.

