

CUA Rules Review

Rule 4-Starting and Ending Game

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The field is ready for play



4-1-1 Until the game begins, the home coach or game management shall decide whether the grounds and other conditions are suitable for starting the game.



4-1-1 Once the game has started, the umpires are sole judges as to whether conditions are fit for play and as to whether or not conditions are suitable for starting the second game of a scheduled doubleheader.



4-1-2 The home coach goes over any special ground rules necessary for his field. Proposed ground rules can not supersede a written rule. If the visiting coach disagrees with a proposed ground rule, the umpires shall formulate ground rules. All special rules shall be announced.



4-1-3 Before game time, the home team and then the visiting team shall deliver their respective batting orders in duplicate to the umpire-in-chief. The umpire then shall permit inspection by both head coaches and/or captains if available. Lineups become official after they have been exchanged, verified and then accepted by the umpire during the pregame conference.

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4-1-3b Umpires are no longer required to inspect bats and helmets. Instead, coaches will certify at the pregame meeting that all equipment is compliant.



4-1-3b The umpire-in-chief shall receive verification from both head coaches that all participants are properly uniformed and equipped with bats that are unaltered from the original manufacturer's design and production and helmets that meet NFHS and NOCSAE standards and free of cracks or damage.



4-1-3b For the first violation of the illegal bat rule by a team, the batter is called out and the head coach is restricted to the dugout/bench area for the remainder of the game.



4-1-3b For a team's second illegal bat violation during a game, the batter is called out and the head coach is ejected. A batter is considered to have used a bat when he steps into the batters box.



4-1-3b For subsequent violations of the illegal bat rule in the same game, the player and designated head coach are ejected. The designated head coach is not given a warning since the team has had two prior violations penalized.



4-1-3b The penalties for using an illegal bat do not apply to using an illegal helmet. A batter must replace an illegal helmet when it is spotted, but he is not called out, nor is his coach penalized.

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4-1-5 The game begins when the umpire calls "play" after all infielders, pitcher, catcher and batter are in position to start the game.

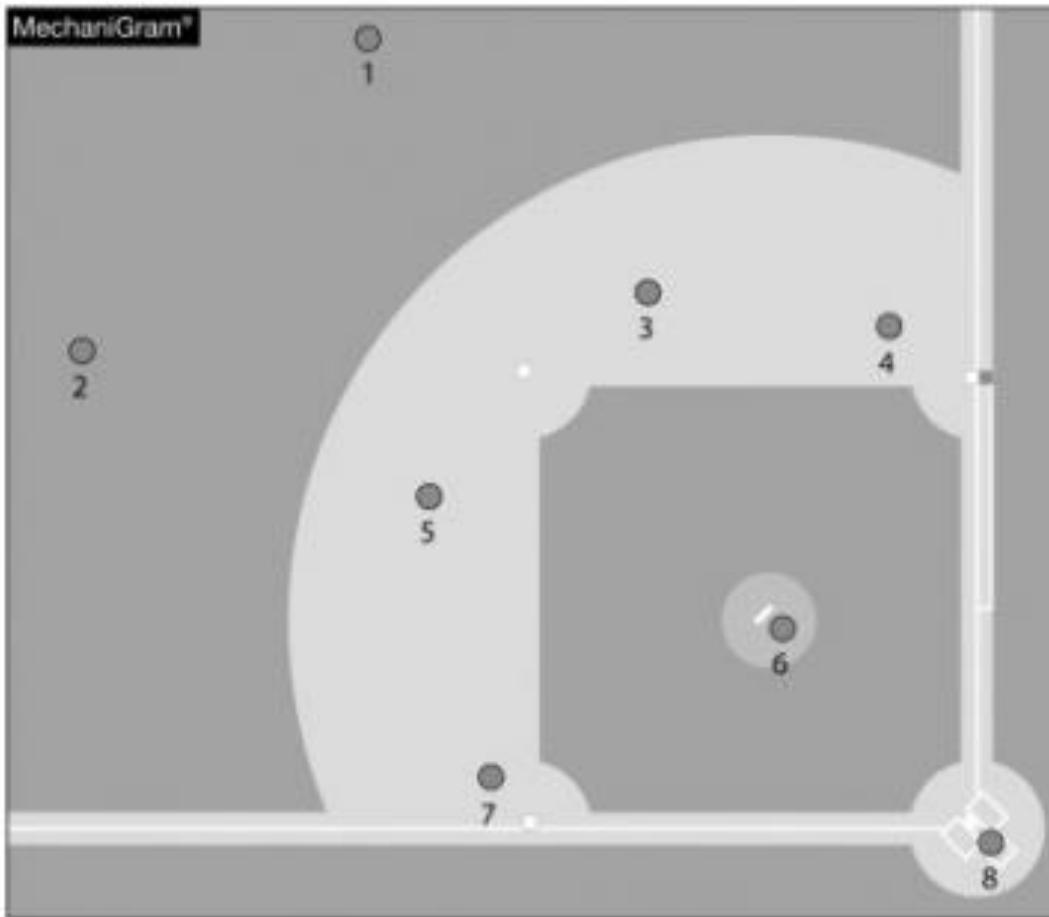
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**"Coach, if you do not leave,
the game will be forfeited."**



4-4-1c A game shall be forfeited to the offended team by the umpire when a team delays more than a reasonable amount of time in not obeying an umpire's order to remove a player, coach or team personnel for violation of the rules.

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4-4-1f Teams may drop to eight players and finish a game. An out will be called each time the vacated spot in the batting order comes to bat. If an eligible player arrives, a team may return to nine players.