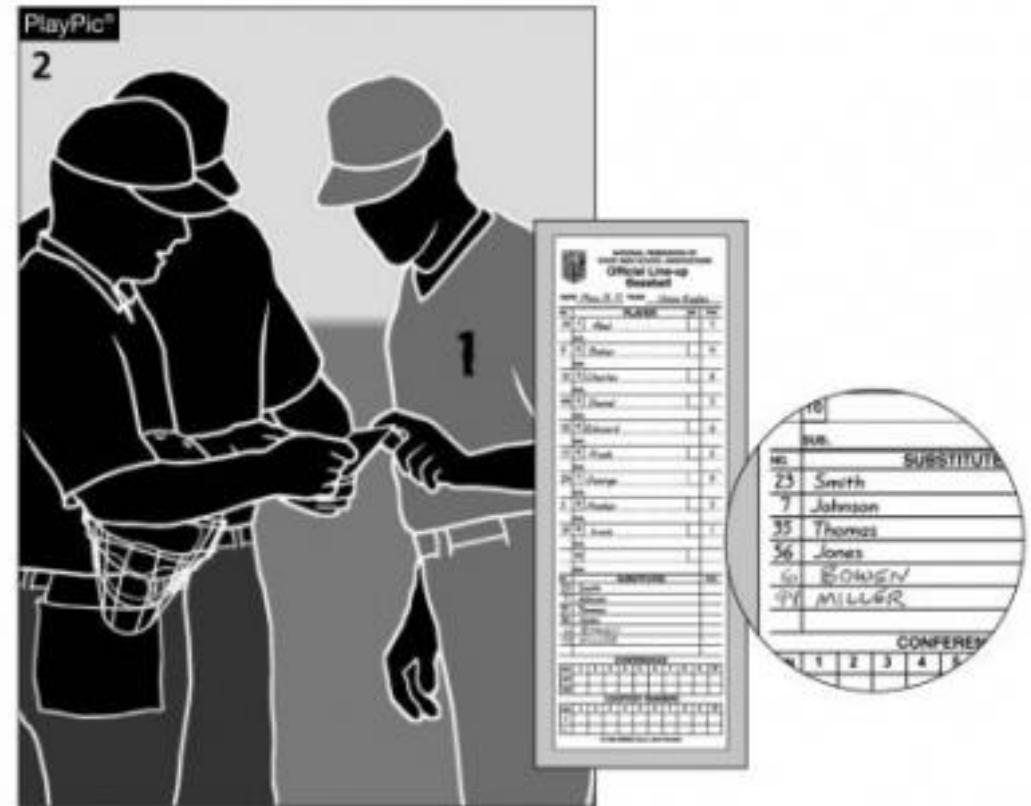


CUA Rules Review

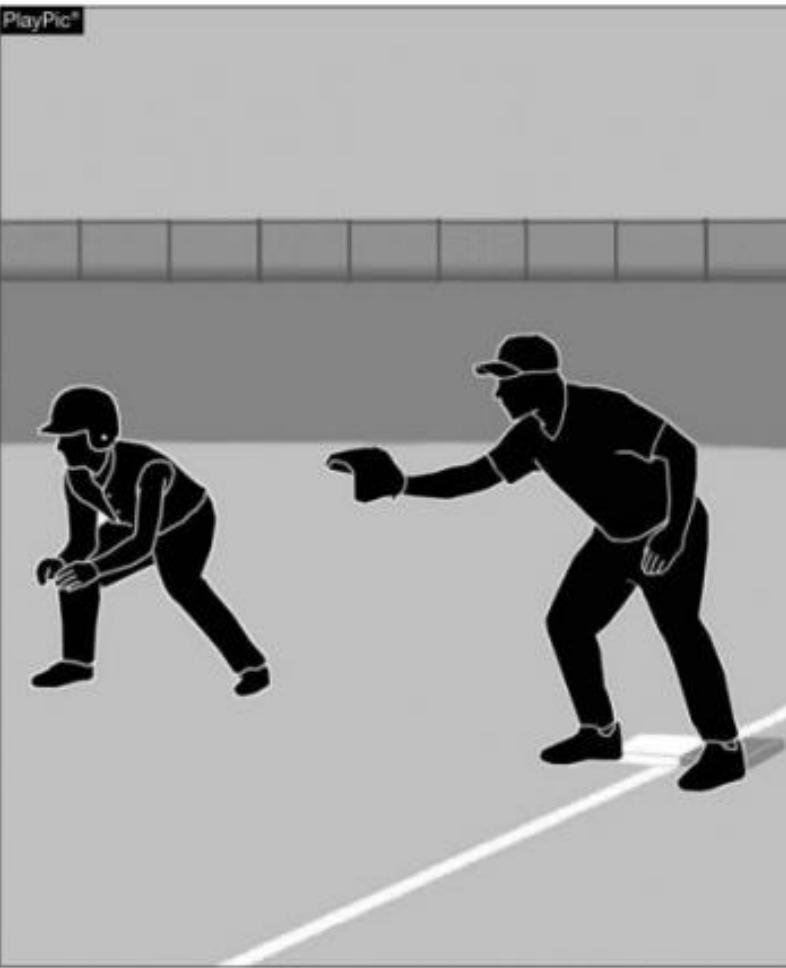
Rule 1-Players, Field and Equipment



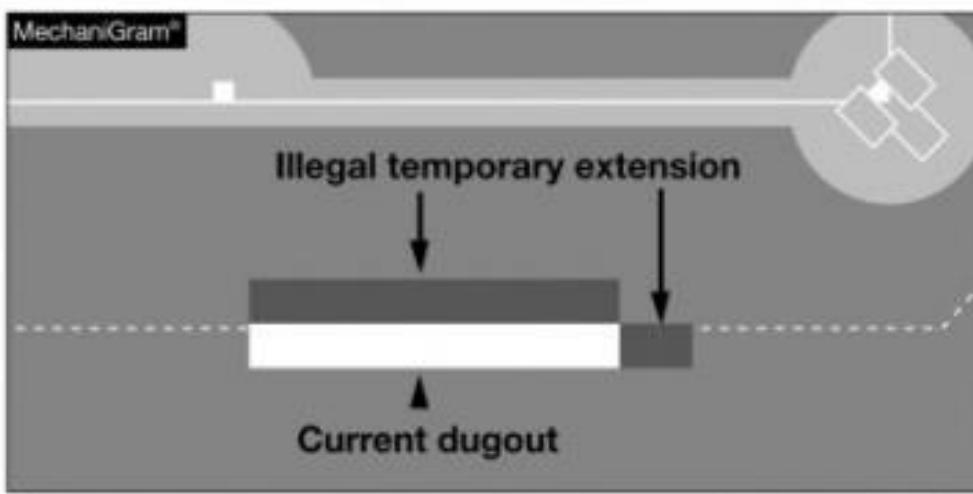
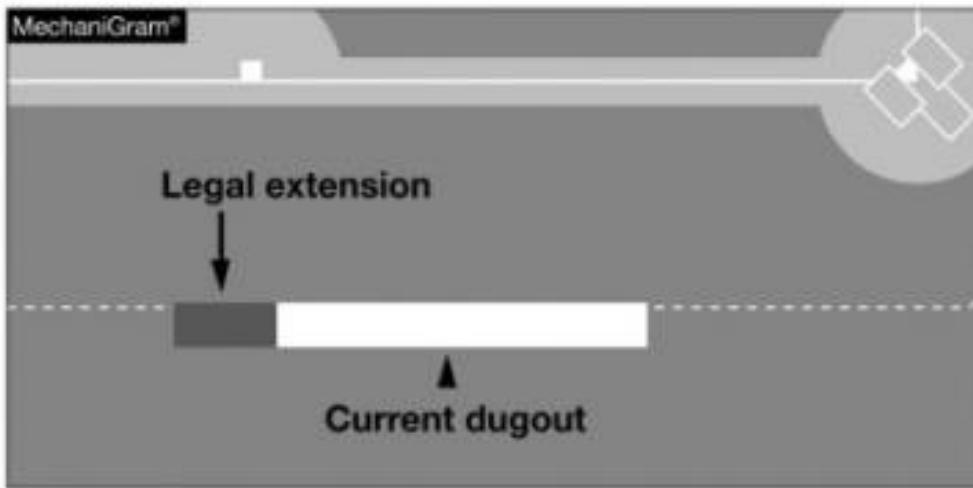
1-1-2 Each team's head coach and captains (if available) shall attend the pregame plate meeting with the umpires.



1-1-2 The head coach shall submit a lineup card with all available substitutes at the pregame conference (PlayPic 1). There is no penalty for adding substitute players during a game. In the third inning, two players have been added by the umpire-in-chief (PlayPic 2). The new rule is designed to make the substitution process more smooth, not to penalize.



1-1-4 The first baseman, shown holding the runner on base, is considered to be in fair ground, since he has at least one foot in fair ground. The first baseman would need both feet in foul territory at the time of the pitch to be in violation of this rule.



1-2-4 Teams may not temporarily extend the dugout any closer toward the plate. Teams may only extend the dugout in a direction away from the plate and in line with the current dugout.

Weight: 5 - 5.25 ounces
Circumference: 9 - 9.25 inches

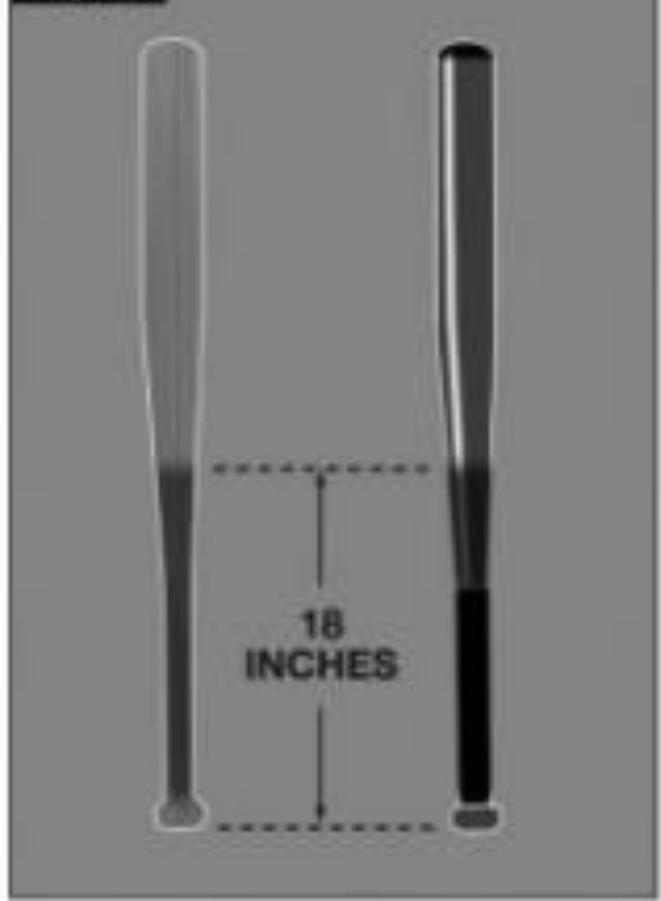


1-3-1 The ball shall be a sphere formed by yarn wound around a small core of cork, rubber or similar material and covered with two strips of white horsehide or two strips of white cowhide tightly stitched together. Teams must furnish a minimum of three umpire-approved baseballs at the start of the game. Unless otherwise mutually agreed upon, the home team has this responsibility. The NFHS Authenticating Mark is required on all balls that will be used in high school competition. A current list of NFHS authenticated products can be found on the Web site: www.nfhs.org.



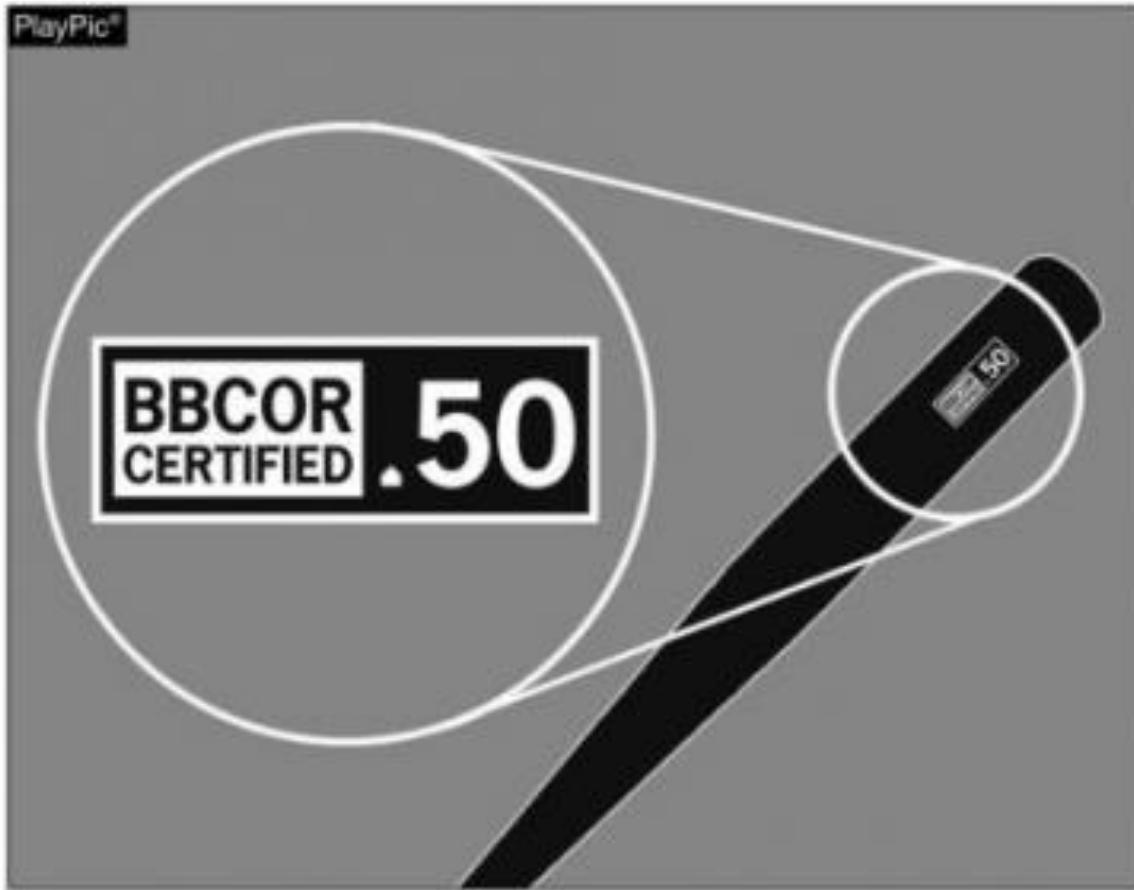
1-3-2 To be considered a wood bat, a bat must be a single piece of wood. All other bats must meet BBCOR standards. Examples of such non-wood bats that must meet BBCOR standards are those made of bamboo or those with metal handles and wood barrels.

PlayPic®



1-3-2c1 Resin, pine tar or any drying agent are now permitted to enhance the hold on any bat, and it is not to exceed beyond 18 inches from the base of the knob. On non-wood bats, drying agents are no longer permitted on the grip only.

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1-3-2d All non-wood bats must meet the Batted Ball Coefficient of Restitution (BBCOR) standard. Bats meeting that standard must be marked as shown above.



1-3-2d Bats marked with the BESR certification are not legal. A bat can be marked with both BBCOR and BESR certification and will be compliant.

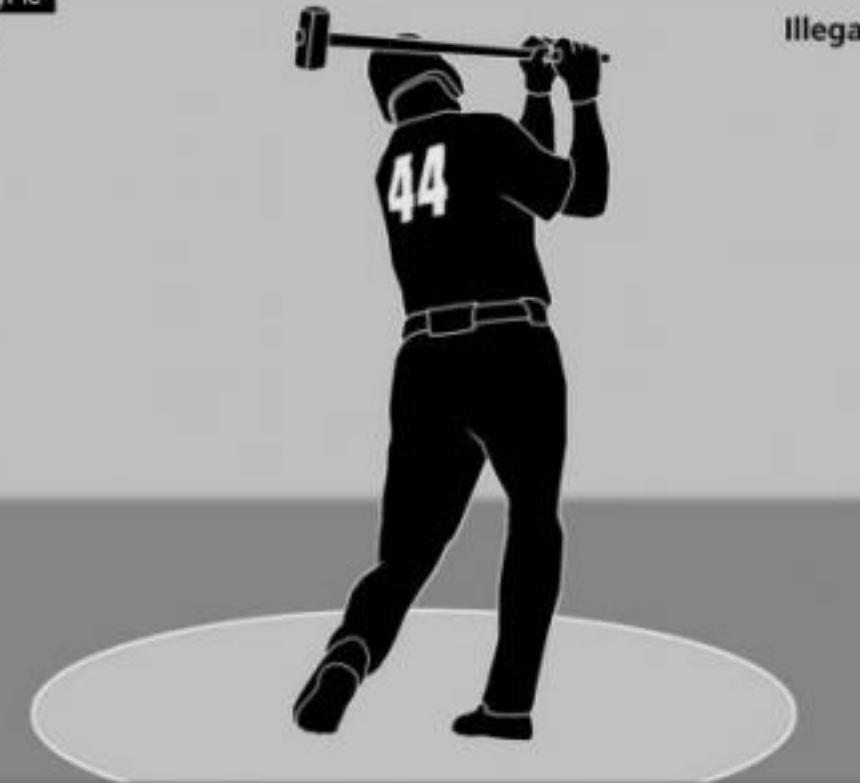
PlayPic®

1

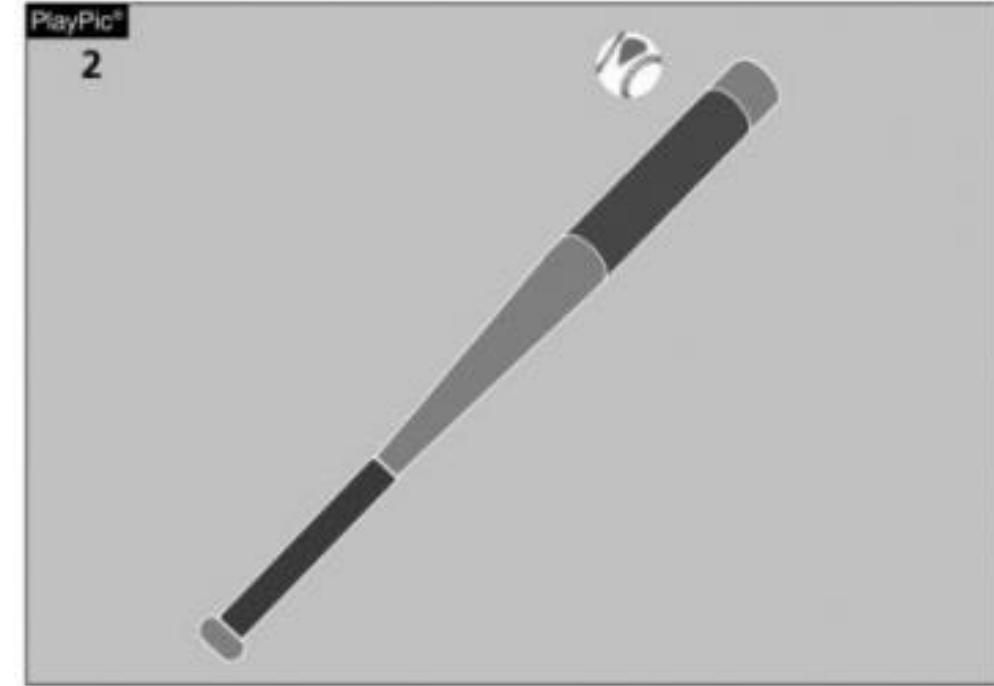
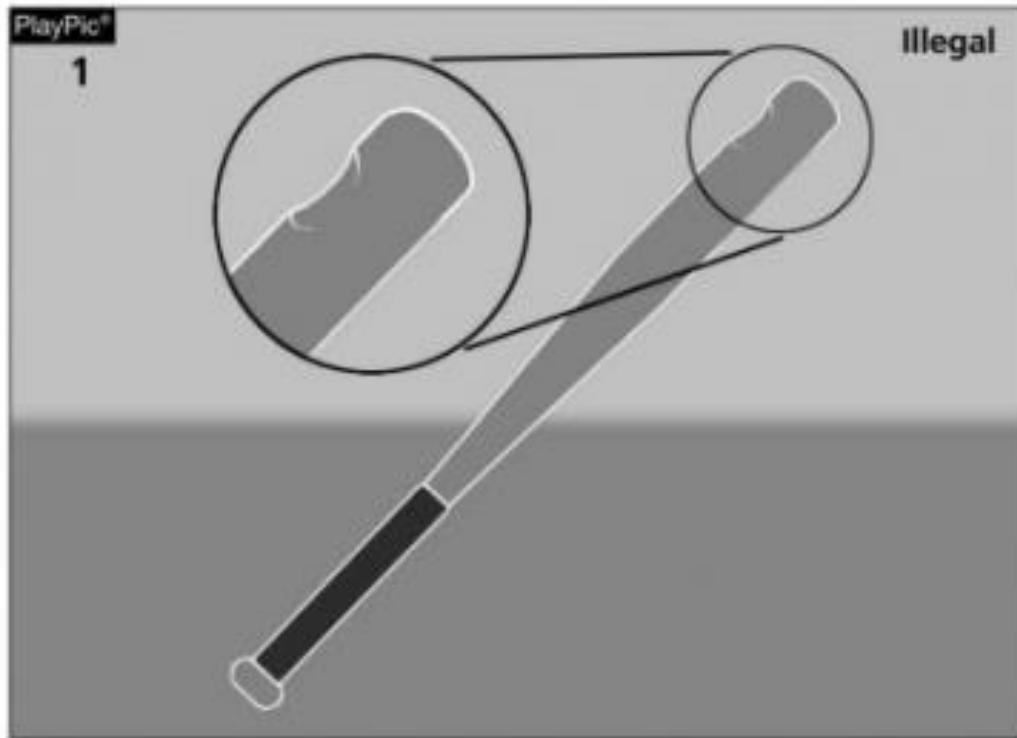


PlayPic®

2



1-3-4 Only bats and devices designed to remain part of the bat, such as weighted bats, batting donuts, and wind-resistant devices, may be used for loosening up (including weighted bats for this purpose) at any location. The player in PlayPic 1 is warming up legally, while the player in PlayPic 2, who is using a sledgehammer, is not in compliance with the rules.



1-3-5 If a bat is broken, cracked or dented, it shall be removed without penalty (PlayPic 1). A bat that continually discolors the ball may be removed from the game with no penalty at the discretion of the umpire (PlayPic 2). Players who attempt to use such bats after they have been removed are then subject to the penalties for using an illegal bat. A player discovered using an illegal bat is out and no runners may advance because of a batter's actions with such a bat.

Illegal



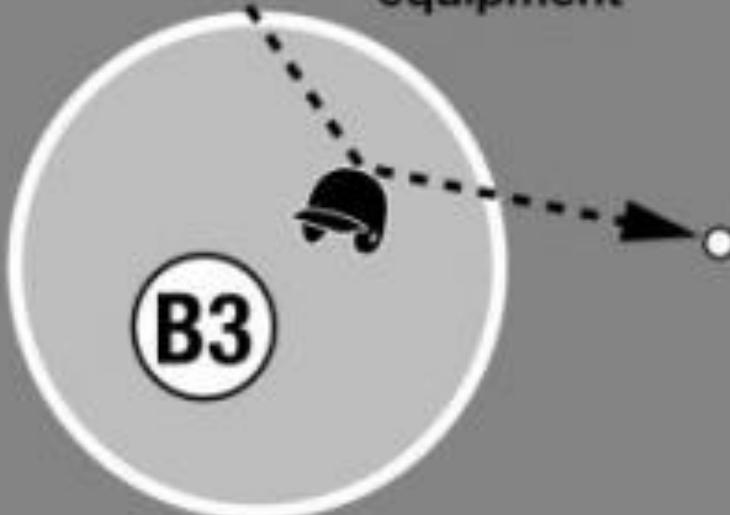
1-3-6 The glove shown here is illegal because it has been altered to create an adhesive, sticky, and/or tacky surface. Gloves/mitts may be softened with conditioner, provided it does not create a sticky, tacky or otherwise adhesive surface.



1-3-6 A pitcher may not wear a glove that contains white or gray. If the glove is discovered while he is pitching (PlayPic 1) or fielding (PlayPic 2), the penalty is that he must replace the illegal glove with a legal one.

MechanGram®

Throw hits team A's equipment



1-3-7 If a throw hits loose equipment, such as gloves, bats, helmets or catcher's gear, the umpires may call an out(s), award bases or return runners, based on their judgment and the circumstances concerning the play.



1-4-2 All compression sleeves must be solid black or solid dark color if the player is pitching.



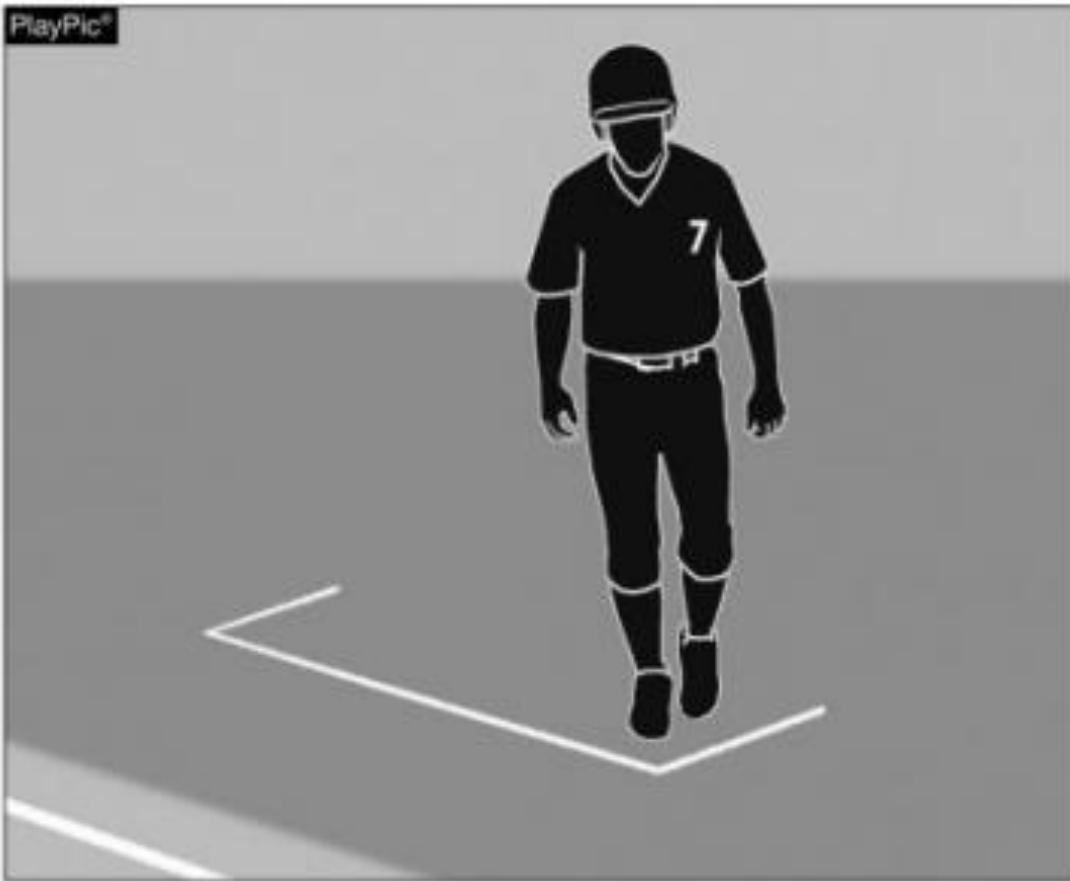
1-4-2 When a team wears the vest style of jerseys, pitchers are allowed to wear white or gray undersleeves as long as the team is wearing all white/gray undersleeves. However, a pitcher's white/gray sleeves may not extend below the elbow.



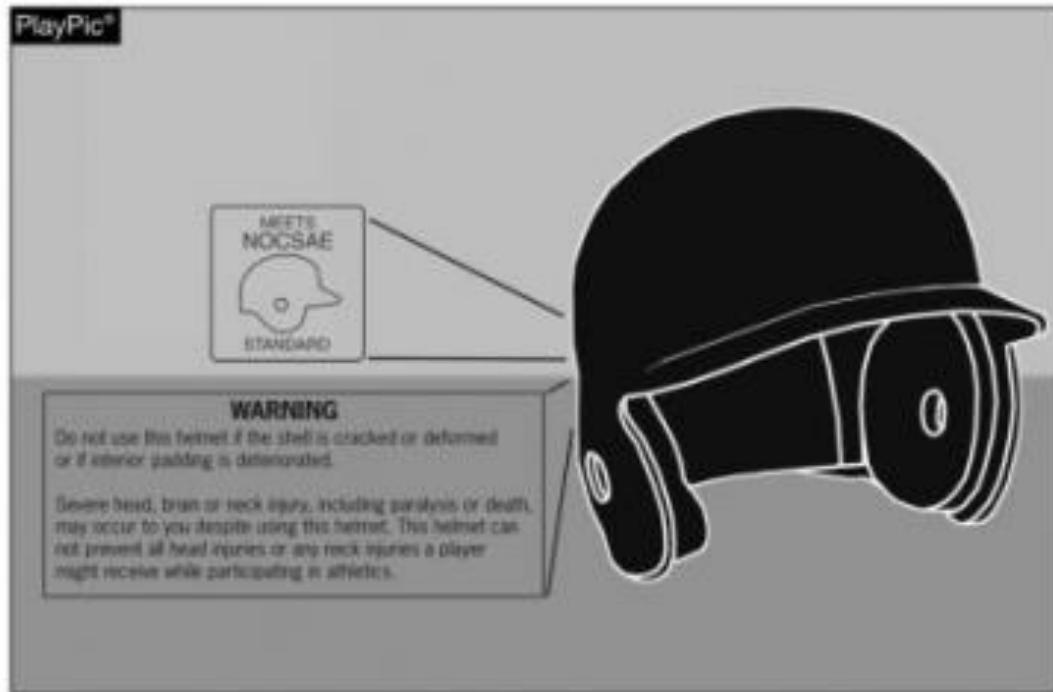
1-4-4 The uniform (including uniform pants, jersey, visible undergarments, socks, stockings, caps and headwear) may bear only a visible single manufacturer's logo. Each item of the uniform may also have a single American flag (no larger than 2 inches x 3 inches).

By state association adoption, to allow for special occasions, commemorative or memorial patches that are uniformly placed, not to exceed 4 square inches, may be worn on jerseys in an appropriate and dignified manner without compromising the integrity of the uniform. The player shown is wearing a legal uniform.

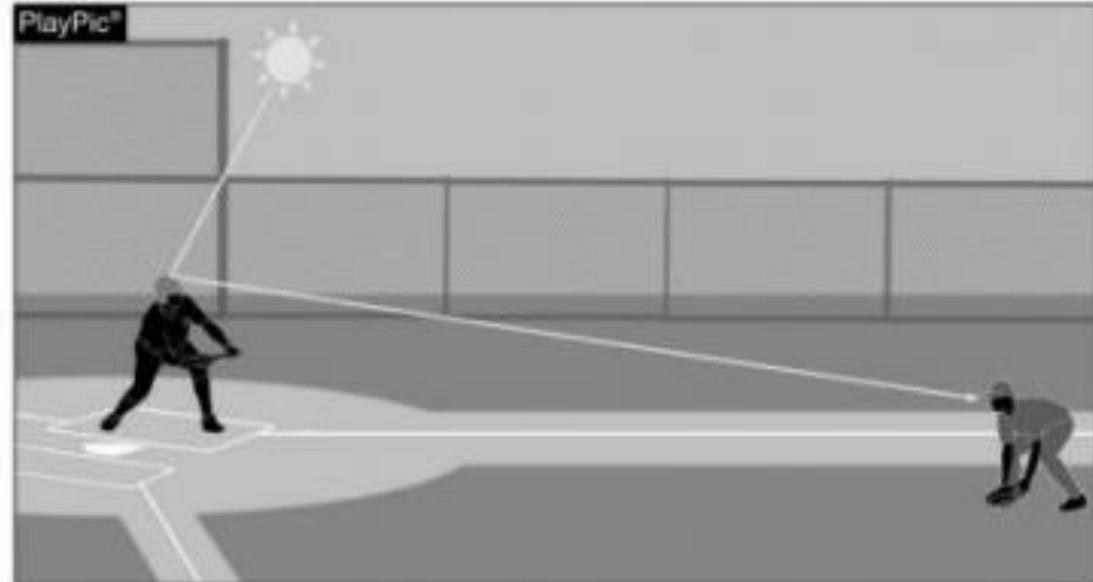
PlayPic®



1-5-1 All non-adult personnel must wear a double ear flap, non-glare helmet that meets NOCSAE standards when coaching the bases.

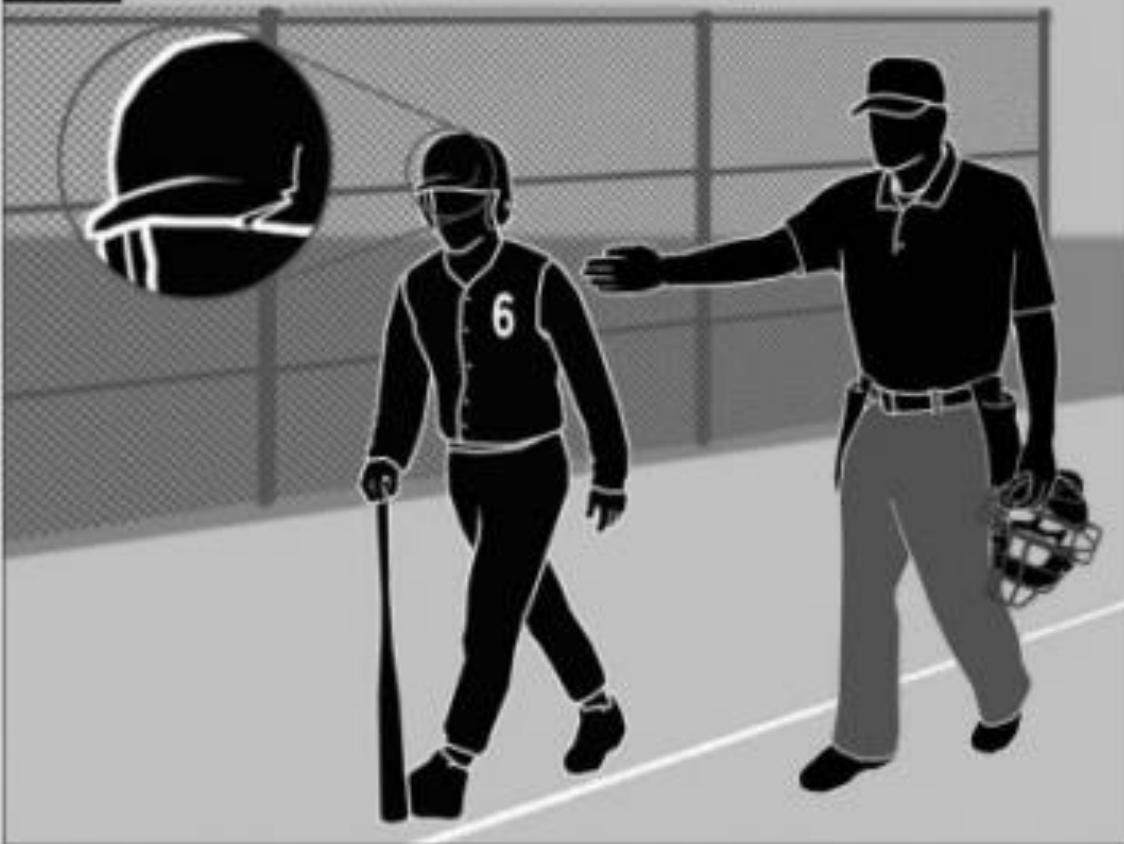


1-5-1 All batting helmets must meet the NOCSAE standard, must have extended ear flaps that cover both ears and temples and also display the NOCSAE stamp and the exterior warning statement. The warning statement may be affixed to the helmet in sticker form, or it may be embossed at the time of manufacture.

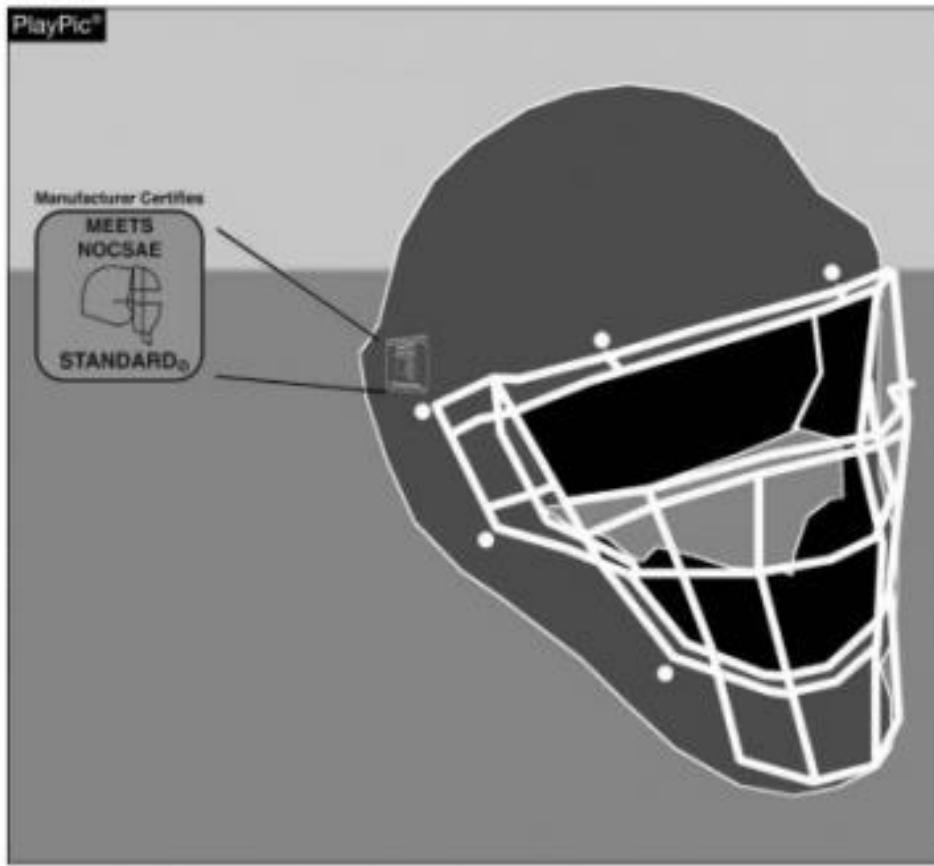


1-5-1 Batting helmets shall have a non-glare, non-mirror like surface and shall meet the NOCSAE standard at the time of manufacture.

PlayPic®



1-5-1, 4-1-3b Even though this helmet met the NOCSAE standard at the time of manufacture, the crack makes the helmet illegal. The batter must replace the helmet immediately.



1-5-4 To be legal, a catcher's helmet and mask combination shall meet the NOCSAE standard, have full ear protection and have a throat protector that adequately covers the throat. The commercially manufactured catcher's head, face and throat protection may be a one-piece or multi-piece design. All elements of the catcher's helmet-and-mask combination must meet NOCSAE standards at the time of manufacture. Eye shields that are not designed for baseball shall not be attached to the catcher's mask after manufacture.



1-5-12, 3-3-1d All jewelry, including religious or medical medals, is permitted, and said medals no longer must be taped and worn under the uniform.



1-5-12, 3-3-1d However, a provision does remain that any jewelry an umpire believes poses harm or injury to the wearer or their opponent shall be immediately removed.

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1-6-1 Any wristband with defensive shifts/offensive plays/pitching choices or game directions attached shall be considered non-electronic equipment and is permitted as long as it a single, solid color.

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1-6-1 It shall only be worn on player(s) wrist or forearm and pitchers shall wear it on their non-pitching arm.

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1-6-2, 3-2-5 One-way electronic communication devices are permissible from the dugout to the catcher while the team is on defense for the purpose of calling pitches.

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1-6-2, 3-2-5 When using the electronic communication device, the coach cannot be outside the dugout/bench area.



1-6-2, 3-2-5 Coaches may not use electronic communication device(s) to communicate with any other team member than the catcher while on defense, or any team member while on offense.



1-6-2, 3-2-5 The penalty for improper use is a team warning on the first offense. The next offender of that team will be ejected, along with the team's head coach.