

CUA Rules Review

2026 New or Revised Rules

PlayPic®



DOUBLE FIRST BASE 1-2-9, 2-5-1h, 2-16-1h, 8-2-1, 8-2-2a(1-7), 8-2-7

Starting in 2027, all high school baseball fields will be required to use the double first base. State associations may implement the change in 2026.

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WHITE BASE

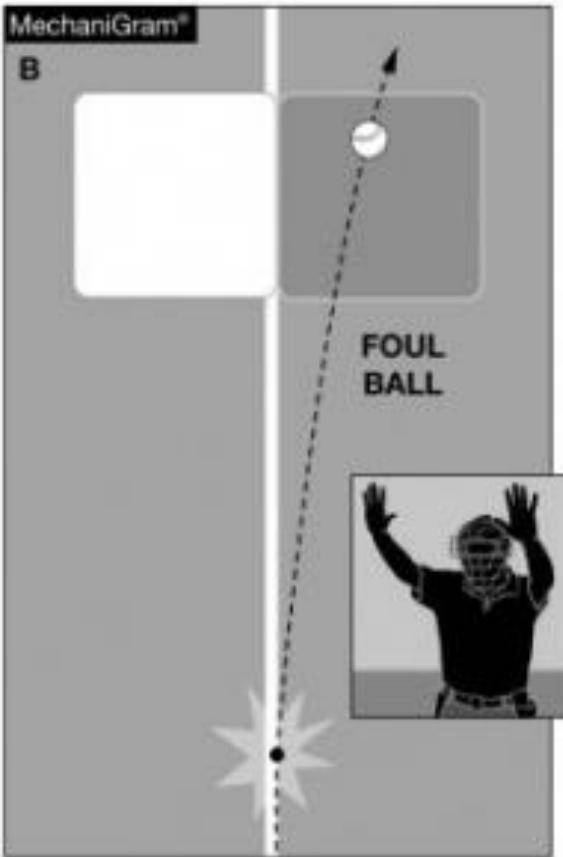
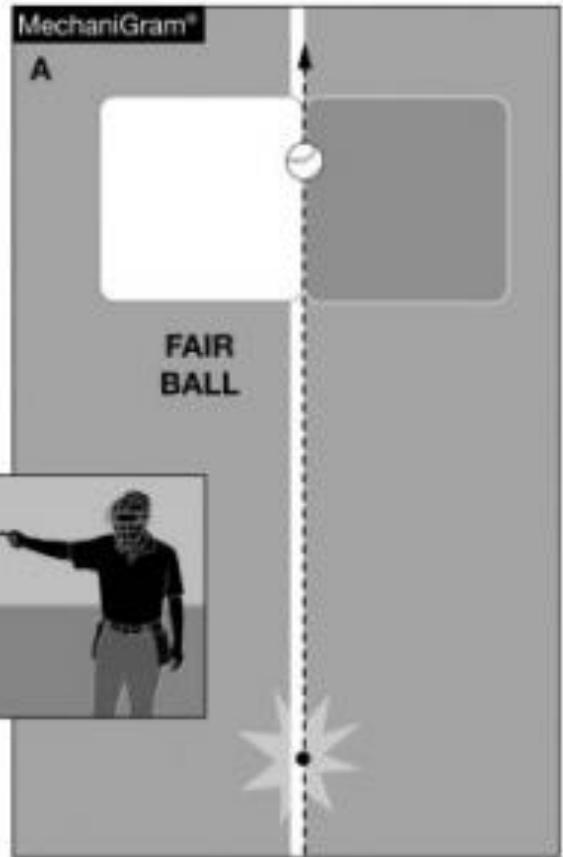
CONTRASTING SOLID
COLOR

FAIR TERRITORY

FOUL TERRITORY

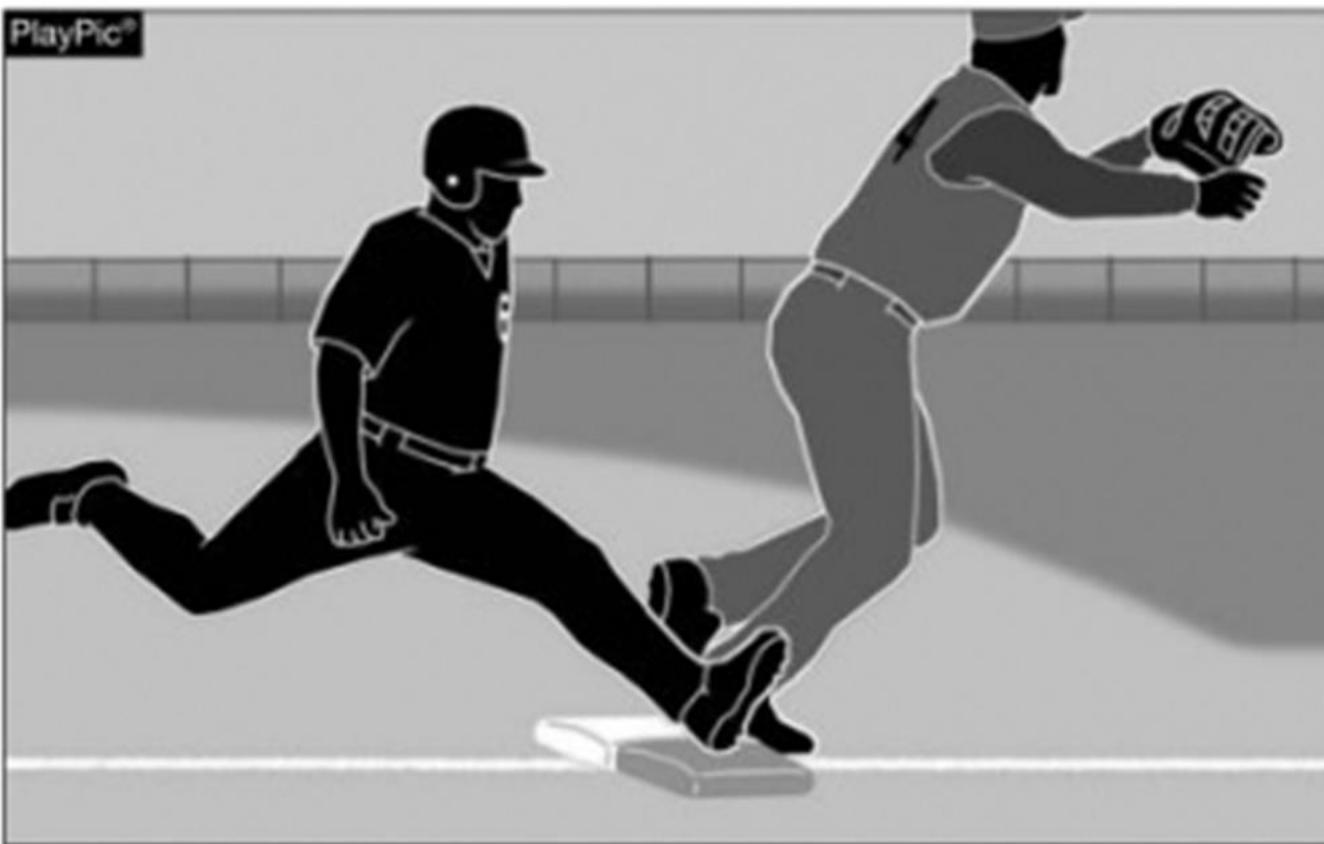
DOUBLE FIRST BASE 1-2-9, 2-5-1h, 2-16-1h, 8-2-1, 8-2-2a(1-7), 8-2-7

The double first base shall consist of a white base and a contrasting solid color. The white portion of the base is located in fair territory and the colored portion is located in foul territory. There shall be no space between the two portions of the double base.



DOUBLE FIRST BASE 1-2-9, 2-5-1h, 2-16-1h, 8-2-1, 8-2-2a(1-7), 8-2-7

Any batted ball that hits or bounds over any portion of the white portion of the double first base is a fair ball. Any batted ball that entirely hits or bounds over the contrasting color portion of the double first base is a foul ball.



DOUBLE FIRST BASE 1-2-9, 2-5-1h, 2-16-1h, 8-2-1, 8-2-2a(1-7), 8-2-7

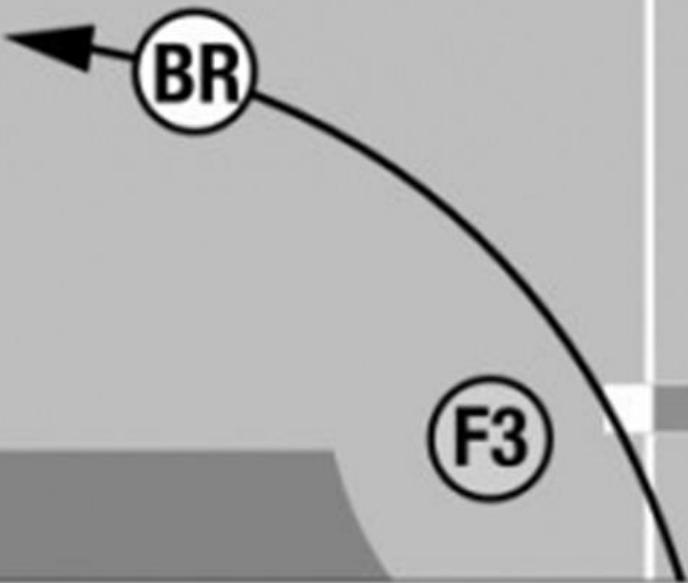
A batter-runner must use the colored portion of the base on all initial plays at first base.



DOUBLE FIRST BASE 1-2-9, 2-5-1h, 2-16-1h, 8-2-1, 8-2-2a(1-7), 8-2-7

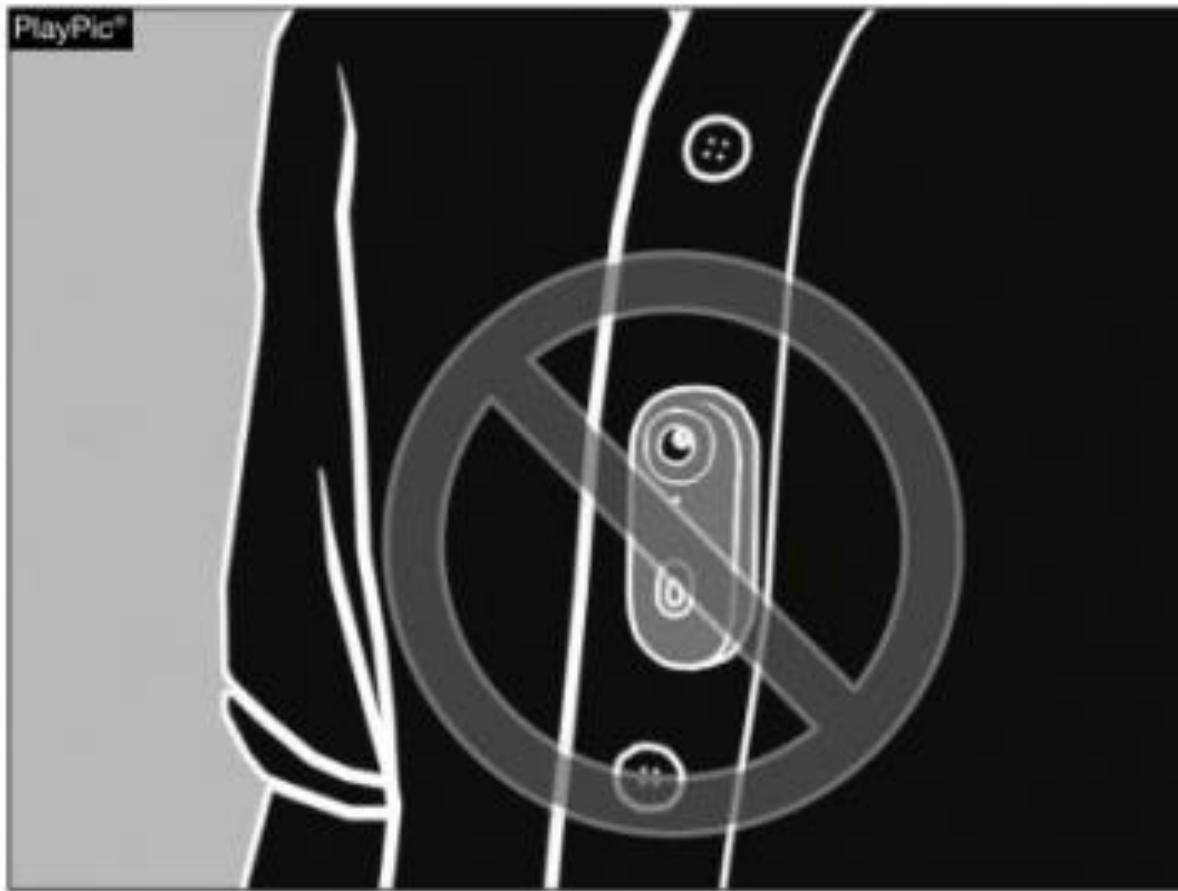
The lone exception is when there is a dropped third strike, in which case the batter-runner may use the white portion of the base and the fielder may use the colored portion of the base. On a dropped third strike, both the fielder and runner may use either portion of the base.

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DOUBLE FIRST BASE 1-2-9, 2-5-1h, 2-16-1h, 8-2-1, 8-2-2a(1-7), 8-2-7

On extra-base hits or other balls hit to the outfield when there is no chance for a play to be made at the double first base, the batter-runner may touch either portion of the base. Once a batter reaches first base safely, the colored portion of the base essentially disappears, and all legal touches of first base require the use of the white portion of the base.



1-6-3 No player shall wear any audio (microphone) or video (camera) device during the game.



2-10-3, 3-4-6 A player-to-player defensive meeting includes two or more players.