

Cross County League
BY-LAWS



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CROSS COUNTY LEAGUE RULES YEAR 2026

CENTRAL COUNCIL

A Central Council will be formed with representatives from EACH town. The Council will reform each September and will serve TWO years.

- A. The Presidency will rotate between towns every two years.
 - September 2029-2030 - Tri-Village
 - September 2031-2032 - Franklin Monroe
 - September 2033-2034 - Arcanum
 - September 2035-2036 - Bradford
 - September 2037-2038- Ansonia
 - September 2039-2040 - Newton
 - September 2025-2026 - National Trail
 - September 2027-2028 - West Milton

Any New Towns will be added to the bottom of the list.

The President is responsible for chairing council meetings and scheduling the entire league.

- B. The other members of the council will act as league treasurer, secretary, tournament advisor, and purchaser of trophies.
- C. Each town has one vote through their council representative. Five of Eight (5 of 8) towns must be present for a meeting to be official.
- D. Trophy cost will be paid by league treasurer based on the number of teams in each division.
- E. The Council will discuss any proposed changes to the current rules and by-laws. The Council will agree on the wording of the rules or by-laws. The secretary will include the proposed wording in the minutes. Each member shall then be responsible for determining the position of his or her town before the next council meeting. A vote will be taken at the next council meeting. If the change is passed with no rewording, it becomes effective immediately and the league President will revise the written rules. If the wording is changed prior to voting, the change will not become effective until after the next meeting to allow for revote.

F. When a town has more than one team in a division, teams will be selected by a fair draft. The manager's child will be the ONLY guaranteed player assigned to the manager's team.

G. Each town will hold an open registration to all children within their school district. All children will play for the town where they attend school, unless their school district does not have a recreation league then they may play in the district that they live in. The Central Council must approve any exceptions.

Any Violations of an out of district player not pre-approved by the central council playing on a team will result in forfeiture for the games played up to that point and the player will be removed from the team for the remainder of the season and tournament. Any repeat offense made by this town may result in removal of the violating town from the league.

H. All towns will complete registration by March 8th, and league teams will be established by March 15th.

I. Once a division reaches 16 or more teams, the teams will be split into 2 equal divisions (it is understood that equal divisions may not be possible if an odd number of teams are signed up). The divisions will be determined by the Central Council to best accommodate the teams on a year-to-year basis.

J. Each town determines their own registration fees.

K. Moneys will be collected by March 18th and given to the league treasurer for the purchase of trophies: The League fees will be \$60.00 per team. Colt Boys and Jr. High Girls fees will be \$150.00. Towns holding the League tournament are responsible for paying umpires, except for the Colts Division and Jr. High Girls. The towns holding Colt and Jr. High Girls league tournaments will be reimbursed for sanctioned umpires; the amount reimbursed is limited to the total amount of league fees for said division minus the cost of trophies.

L. The Cross County League retains the right to adjust the league fees based on their current financial standing or other needs of the league that may arise.

M. The league will purchase third place trophies in all divisions no matter how many teams per division.

N. The Cross County League shall retain a minimum of \$1,000.00 in a checking and/or savings account at the end of each season after all expenses have been paid for the current calendar year.

O. No boy or girl will be permitted to play in a lower division than their age permits. Towns may appeal to allow a child play in a lower division if the child has some sort of physical disability that would hinder their game play and cause unsafe risk to their or others safety.

P. Each town will assign their players to the following divisions based on the child's age.

Q. Towns will be responsible for the parents of each team they have in league play. Any parent found to dismissive, or demeaning during games will be held responsible for punishment, this could be up to the central council to remove said team for the remainder of the current season and tournament. If this happens the central council will discuss future punishment for that town.

R. Tournament locations will rotate. The rotation will be determined by The Central Council with the understanding that not all complexes may be able to host larger divisions. The Central Council will make every effort to work with the participating towns to allow them to host groups they are able to accommodate (It could be determined to allow 2 towns to host a larger division as a collaborative effort).

S. Guest towns will be able and encouraged to participate in central council meetings, to learn of proposals and rule changes for the following year. Guest towns will not hold a vote in this process but be included to know the outcomes of proposals.

T. Seasons will consist of 7 home games and 7 away games, every game played will count when determining seeding for the tournament.

U. Each town will have the opportunity to have a predetermined competent non sanctioned umpire for games instead of one sanctioned if needed. This competent individual will be able to umpire games by themselves. Each town can have up to 3 of these individuals and will share their names with the central council at the March meeting and they will be good for the current season. These 3 will remain on that list throughout the season.

V. Before a game begins coaches can set their bats along the fence on their respective dugout and the opposing coach will have an opportunity to inspect the opposing team's bats.

BOYS AND GIRLS: As of January 1st, of the current year.

Mini Boys & Girls – 7–8-year-olds

10u Girls - 9–10-year-olds

12u Girls – 11–12-year-olds

14u Girls – 13–14-year-olds

Tournament Rotation

	23	24	25	26	27	28	29	30
8U B	ARC	NEW	TV	ANS	NT	BRA	FM	MU
10UB	MU	ARC	NEW	TV	ANS	NT	BRA	FM
12UB	FM	MU	ARC	NEW	TV	ANS	NT	BRA
COLTS	BRA	FM	MU	ARC	NEW	TV	ANS	NT
8UG	NT	BRA	FM	MU	ARC	NEW	TV	ANS
10UG	TV	NT	BRA	FM	MU	ARC	NEW	TV
12UG	NEW	TV	NT	BRA	FM	MU	ARC	NEW
14UG	NEW	TV	ANS	NT	BRA	FM	MU	ARC

MINI GIRLS RULES - GENERAL RULES

1. Home team will furnish game balls and 1 plate umpire. Ump must be age 14+.

2. No protest of league games. Umpires' decision is final.
3. The umpire has the right to eject any heckler from the premises. If the person refuses to leave, the umpire has the right to halt the game.
4. All coaches and umpires must have shirts on, and refrain from smoking on the field. No alcoholic beverages are permitted.
5. All league games must be completed by the start of league tournament date or will be forfeited. Home team is responsible for rescheduling. The only exception is games played on the last week of the season. Contact town President to reschedule. If the home team has offered 3 dates to the visitor team and cannot agree on one of the dates provided, team managers will refer to their town president for assistance getting the game scheduled.

6. The High School bat rule DOES NOT APPLY.

League bat rule: Either wood, composite, or aluminum bats may be used. All wood bats must have tape on the handles. Any illegal bat found to be used during an at bat will result in an automatic player and manager ejection from the game.

Players may only use 2 ¼" bats with NO drop limit.

7. The 2 managers must agree whether a game shall be started or not, due to unsuitable weather conditions.
8. The home plate umpire shall be the judge as to suspending a game after it has started, with the exception of Mini's where the field umpire will decide.
9. Any team not present within ten minutes of scheduled game time on the date set forth will automatically forfeit the game. (By Umpire's watch)
10. No player may play more than one age group with the exception of general rule No. 11.
11. If a team is unable to field a team, they may bring up a player from a lower division to complete their roster. Alternates must bat last. If the regular roster player is benched and the alternate ball player plays, the game will become a forfeit.
12. Alternates CANNOT practice with the team.

13. All players present and on the team roster must play, except that a player may be forced to sit the bench for disciplinary reasons; but only if agreed to by the opposing team coach.

14. If a player is either sick or injured, the player may remove himself or herself from the game by notifying the umpire. Once removed a player may re-enter the game one time. If the player is removed again for injury the player cannot re-enter the game. The player will be skipped and not counted as an out. Each player must play the minimum number of innings in the field, if they can't, they will be removed from the line up as stated above.

15. All Mini players are required to play 2 full innings in the field. (NO SUBSTITUTIONS;) unless the game does not go the full number of innings, or due to injury. Failure to play all players the required number of innings will be forfeiture of the game.

16. When a player is ejected it will be for the rest of that game only. The town board he or she plays for will carry out any further action taken on that player.

17. Walk out music is not permitted.

PLAYING FIELD MINI GIRLS DIVISION

Girls 7-8, 60 feet base paths. Pitchers (Coach) must pitch from a minimum of 35 feet from home plate. 5' radius pitchers circle at 45' from home plate (Pitcher position area.)

Home Plate area Batters Box: The Batters Box is a rectangular shaped box measuring 3' by 6' parallel to and 6" from the side edges of Home Plate. The batters box is positioned so that the (back corner) of the home plates rectangle shape 17 by 8 1/2 is centered at the 2 1/2' or mid point of the 5'side of the box.

These two 3' by 6' boxes are 6" from and parallel to the sides of our home plate. These batter boxes are placed on each side of home plate. **PLAYING REQUIREMENTS**

1. Steel spikes cannot be worn
2. Catching equipment:
 - a. Softball: Catchers must wear facemask with throat guard, (hockey style face mask), shin guards, helmets, and chest protector from Minis through Fast Pitch.
3. Batting helmets (mask are optional) will be worn while at bat and on the bases.
4. Velcro sleeve strips may be worn but **NO STRINGS OR RIBBONS OF ANY KIND.**
5. Pockets will be empty.

6. Type Balls: Softball : will be 11 inch / Yellow

MINI GIRLS RULES - GAME RULES

1. The Ohio High School rulebook will be used with the exception of specific league rules.
2. A game shall consist of 5 innings. A game will be considered complete if suspended after 4 full innings or 3 1/2, if the home team is winning. Regular season games will be limited to 75 minutes, any new inning that starts after the 75 minutes will be the open inning. Tournament games will be limited to 90 minutes and then the next inning will be considered the open inning. All game times will begin once the coaches meeting with the umpire is completed.
3. There will be a 12 run rule after the 4th inning or 3-1/2 if home team.
4. All half innings shall consist of 3 outs or 6 runs, except the 5th inning, which will consist of 3 outs being made.
5. No bunting is allowed.
6. If a player throws a bat, their team will be warned. The next player throwing a bat from that team will be called out. The batter is out; the ball is dead, and all runners return to their base. Bat warnings are per team.
7. A straight batting order will be used. All players will bat. If a player shows up after the game has started, they will be put in last position in the batting order.
8. No pinch runners except in the case of injury. If a runner is injured, the pinch runner will be the player who made the last out. High School speed up rule does not apply.
9. Teams will consist of 10 players, 6 of which will play the standard infield positions. No more than 6 players are allowed to play inside the rim but an infielder can play outside the rim at the time of the pitch. All base players cannot play past 10 feet in front of the base line.
10. Teams must field at least 8 players to begin a game.

11. A base runner may not steal or leave base until after a ball is hit. The umpire will declare a Dead ball. FIRST TIME-will be a warning for both teams, runner/s will return to base, no pitch to batter and play resumes. SECOND TIME-dead ball will be declared by the umpire-no pitch to the batter, no one advances, and the runner is out. If third out, the batter is the first batter the next inning.

12. Coach pitching must pitch from 35' marker on diamond. Coach Pitcher must have one foot on 35' marker while pitching. Coach Pitcher must leave playing field after ball is hit and in play. If coach pitcher does not exit the playing field during an active play, a warning will be issued by the plate umpire. Second warning, batter will be called out.

Pitcher player may be no closer than the 10-foot pitchers circle that is 45 feet from home

13. Infield hit : Batter and runner can advance only one base, but at their own risk. Base runners can advance 1 base on an overthrown ball at own risk.

Example – If the batter hits the ball to the pitcher, with a runner on first, the runner advances to second base and the batter advances to first. If the pitcher overthrows first base, then the runner now on second can advance to third and the batter on first can advance to second. Both runners would not be able to advance beyond the bases. Both of these would be at the runners own risk. If the first baseman tries to throw the runner out at second and overthrows the base, the runners CANNOT advance any further.

14. Outfield hit: Fielder must stop the lead runner to be declared a dead ball. Example: Ball under control by player stopping lead runner progress. Once lead runner progress is stopped, time may be called by umpire.

Definition: a batted ball that travels through Or past the infielders and into the established outfield area. *a ball fielded by an outfielder within the infield is still only an infield hit. A ball fielded in the outfield by an infielder is still an outfield hit.

15. Pitching position player must play inside the 5' radius pitchers circle no closer than 40' from home plate, until a pitch is made. Pitcher must have at least 1 foot inside the circle at the time of the pitch.

16. A defensive coach can be used in the vicinity of 2nd base (outfield side) for instructional purposes only. He must not in any way interfere with the players or umpire.

17. All managers will pitch to their own team under or over handed. Each batter may be thrown up to 7 pitches or 3 swinging strikes, whichever comes first. However, if the batter fouls on the third strike, they continue to bat until all 7 pitches have been used. If the 7th pitch is fouled, the batter will continue until a pitch is not hit or fouled at which

point the batter will be called out. A batted ball that hits a pitching coach will be a dead ball and counted as a no pitch.

18. Chanting will be allowed in mini division only. Hey batter batter swing. No direct chanting at a specific child other than batter.

DEFINITION OF THE PITCHERS CIRCLE: The Pitchers circle is a chalked line running 5' radius in diameter centered at 45' from home plate.

DEFINITION OF UNDER CONTROL: If a ball is picked up in the glove or bare hand then dropped while trying to throw it the ball has been under control.

MINI GIRLS RULES - LEAGUE TOURNAMENT RULES

1. League standings: No league ties, there will be a clear 1st, 2nd and 3rd place winners.
 - a. First tiebreaker—head-to-head play during LEAGUE PLAY ONLY*.
 - b. Second tiebreaker—least runs scored against your team during LEAGUE PLAY ONLY*.
 - c. Third tiebreaker – flip-of-coin
2. One week before the tournament. Host town should inform all towns of date and time.
3. Seeding will be determined by record. (See Tournament Rule 1)
4. Teams of the same town will play each other if drawn.
5. Hometown furnishes all balls, umpires, and supplies needed for the tournament.
6. Cross County League will supply trophies.
7. If a lower division player is needed to play on an upper division team, he or she can play for only ONE team during the entire tournament.
8. Tournament will be run as a double elimination tournament with an ASA style bracket used for the drawing of the tournament. Brackets should be posted during the

games. Contact the tournament chairman if you need ASA brackets. 9. League rules will be used for tournaments

10. No more than three games per team per day. Tournament games shall include play through 14 days.

11. All Games will be played out. No suspended games for ANY REASON.

Cross County League BY-LAWS GIRLS FASTPITCH 2024

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ALL BATS MUST BE USSSA ASA/USA NSA WBSC ISA APPROVED (STAMP ON BAT) IN ALL DIVISIONS

10U General Rules

1. Home team will furnish game balls (11") and either 1 sanctioned umpire (behind the plate) or 2 non-sanctioned umpires (one behind the plate and one in the field).
2. No protest of league games. Umpire's decision is final.
3. No chattering permitted. ("hey batter batter swing")
4. The umpire has the right to eject any heckler from the premises. If the person refuses to leave, the umpire has the right to halt the game.
5. All coaches and umpires must have shirts on, and refrain from smoking on the field. No alcoholic beverages are permitted.
6. All league games must be completed by the start of league tournament date or will be forfeited. Home team is responsible for rescheduling. The only exception is games played on the last week of the season. Contact town President to reschedule. If the home team has offered 3 dates to the visitor team and cannot agree on one of the dates provided, team managers will refer to their town president for assistant getting the game scheduled.

7. The 2 managers must agree whether a game shall be started or not, due to unsuitable weather conditions.
8. The home plate umpire shall be the judge as to suspending a game after it has started.
9. Any team not present within ten minutes of scheduled game time on the date set forth will automatically forfeit the game. (By Umpire's watch)
10. No player may play more than one age group with the exception of general rule No. 11.
11. If a team is unable to field a team, they may bring up a player from a lower division to complete their roster. The alternate player cannot pitch. Alternates must bat last. If the regular roster player is benched and the alternate ball player plays, the game will become a forfeit.
12. Alternates CANNOT practice with the team.
13. All players present and on the team roster must play, except that a player may be forced to sit the bench for disciplinary reasons; but only if agreed to by the opposing team coach.
14. If a player is either sick or injured, the player may remove himself or herself from the game by notifying the umpire. Once removed a player may re-enter the game one time. If the player is removed again for injury the player cannot re-enter the game. The player will be skipped and not counted as an out. Each player must play the minimum number of innings in the field, if they can't, they will be removed from the line up as stated above.
15. All players are required to play 2 full innings in the field. (NO SUBSTITUTIONS ;) unless the game does not go the full number of innings, or due to injury. Failure to play all players the required number of innings will be forfeiture of the game.
16. When a player is ejected it will be for the rest of that game only. The town board he or she plays for will carry out any further action taken on that player.

Playing Field/Game Rules (10U Division) Girls 9-10; 60 feet base paths and 35 feet pitching distance. Home Plate area Batters Box: The Batters Box is a rectangular shaped box measuring 3' by 7' parallel to and 6" from the side edges of Home Plate. The batters box is positioned so that the back corner) of the home plates rectangle shape 17 by 8 1/2 is centered at the 2 1/2' or mid point of the 5'side of the box. These two 3' by 7' boxes are 6" from and parallel to the sides of our home plate. These batter boxes are placed on each side of home plate. A pitching circle with an 8ft radius will be around the pitcher's mound.

17. No walkout music will be permitted

PLAYING REQUIREMENTS

1. Steel spikes cannot be worn
2. Catching equipment:
 - a. Catchers must wear facemask with throat guard, (hockey style face mask) shin guards, helmets, and chest protector.
3. Batting helmets will be worn while at bat and on the bases.
4. Velcro sleeve strips may be worn but NO STRINGS OR RIBBONS OF ANY KIND.
5. Pockets will be empty.
6. Type Balls: 11" : will be regulation balls
7. Chin Straps and facemasks are REQUIRED
8. Faceguards in the field are at coach's discretion.

Game Rules

1. The Ohio High School rulebook will be used with the exception of specific league rules.
2. A game shall consist of 5 innings. A game will be considered complete if suspended after 4 full innings or 3 1/2 if the home team is winning. A 90 minute time limit is in affect with the next inning being the open inning.
3. All 1/2 innings shall consist of 3 outs or 5 runs, except the 5th inning, which will be open. 10 players will be used on defense, 9 if 10 are not available
4. Bunting is allowed.
5. Teams must field at least 8 players to begin a game.

6. Base runners are allowed to steal all bases including home. All runners must stay on the base until the ball crosses home plate. No leading off. If a player is caught leaving the base early, runner will be sent back to previous base and warning will be issued. Second offense runner will be called out.
7. The play is considered dead when the catcher gains possession of the ball, stops the forward progress of the runner and throws the ball back to the pitcher (the play is dead if the throw is errant). With this making the play dead the pitcher may not try to put a runner out that is returning to a base.
8. Definition of ball past the catcher. A pitched ball that goes beyond, behind the catchers position. Umpire has final decision of past ball.
9. Base runners cannot advance once the ball is under player control in the circle. Runners who are in between bases when the ball is under player control in the circle have 1 second to commit to a base. Once this commitment has been determined a player may not change directions or she will be called out.
10. A pitcher is allowed to pitch 3 innings per game. 1 pitch in any inning constitutes an inning pitched. No pitcher shall re-enter in the same inning. A pitcher may only re-enter once.
11. If a player throws a bat, their team will be warned. The next player throwing a bat from that team will be called out. The batter is out; the ball is dead, and all runners return to their base. Bat warnings are per team.
12. If a player throws a bat both teams will be warned at the same time. The next player throwing a bat from either team will be out. The batter is out; the ball is dead and all the runners' return to bases.
13. No dropped third strike
14. A straight batting order will be used. All players will bat. If a player shows up after the game has started, he will be put in the last position in the batting order.
15. No pinch runners except in case of injury. If a runner is injured, pinch runner will be the player who made the last previous out. High School speed up rule does not apply.
16. There will be free substitution of all players
17. The infield fly rule will not be used.

18. There will be a 12 run rule after 4 innings or 3 1/2 if the home team is winning.
DEFINITION OF UNDER CONTROL: If a ball is picked up in the glove or bare hand then dropped while trying to throw it the ball has been under control.
19. Season will be 14 games 7 home and 7 away. All games played will count towards tournament seeding.
20. Any player called up must be on a CCL roster.

LEAGUE TOURNAMENT RULES

1. League standings: No league ties, there will be a clear 1st, 2nd and 3rd place winners.
a. First tiebreaker-head to head play during LEAGUE PLAY ONLY*. b. Second tiebreaker-least runs scored against your team during LEAGUE PLAY ONLY*. C. Third tiebreaker - flip-of-coin
2. There will be a drawing no later than Wednesday, one week before the tournament. Host town should inform all towns of date and time.
3. Seeding will be determined by record. (See Tournament Rule 1)
4. Teams of the same town will play each other if drawn.
5. Home town furnishes all balls, umpires, and supplies needed for the tournament.
6. Cross County League will supply trophies.
7. If a lower division player is needed to play on an upper division team, he or she can play for only ONE team during the entire tournament.
8. Tournament will be run as a double elimination tournament. Brackets should be posted during the games. A time limit will be used. After 90 minutes of play(by umpire's watch) the umpire will inform the coaches they will finish current inning and the next inning will be last, and open inning.
9. League rules will be used for tournaments Revision 2-10-2019 19 Tournament games shall include play through a period of 14 days.
10. All Games will be played out. No suspended games for ANY REASON.

12U General Rules

1. Home team will furnish game balls (12") and either 1 sanctioned umpire (behind the plate) or 2 non-sanctioned umpires (one behind the plate and one in the field).
2. No protest of league games, Umpires decision is final.
3. No chattering permitted. (hey batter batter swing)
4. The umpire has the right to eject any heckler from the premises. If the person refuses to leave, the umpire has the right to halt the game.
5. All coaches and umpires must have shirts on, and refrain from smoking on the field. No alcoholic beverages are permitted.
6. All league games must be completed by the start of league tournament date or will be forfeited. Home team is responsible for rescheduling. The only exception is games played on the last week of the season. Contact town President to reschedule.
7. The 2 managers must agree whether a game shall be started or not, due to unsuitable weather conditions.
8. The home plate umpire shall be the judge as to suspending a game after it has started.
9. Any team not present within ten minutes of scheduled game time on the date set forth will automatically forfeit the game. (By Umpire's watch)
10. No player may play more than one age group with the exception of general rule No. 11.
11. If a team is unable to field a team, they may bring up a player from a lower division to complete their roster. Alternates must bat last. If the regular roster player is benched and the alternate ball player plays, the game will become a forfeit.
12. Alternates CANNOT practice with the team.
13. All players present and on the team roster must play, except that a player may be forced to sit the bench for disciplinary reasons; but only if agreed to by the opposing team coach.
14. If a player is either sick or injured, the player may remove himself or herself from the game by notifying the umpire. Once removed a player may re-enter the game one time.

If the player is removed again for injury the player cannot re-enter the game. The player will be skipped and not counted as an out. Each player must play the minimum number of innings in the field, if they can't, they will be removed from the line up as stated above.

15. All players are required to play 2 full innings in the field. (NO SUBSTITUTIONS ;) unless the game does not go the full number of innings, or due to injury. Failure to play all players the required number of innings will be forfeiture of the game.

16. When a player is ejected it will be for the rest of that game only. The town board she plays for will carry out any further action taken on that player.

Playing Field/Game Rules (12U Division) Girls 11-12; 60 feet base paths and 40 feet pitching distance. Home Plate area Batters Box: The Batters Box is a rectangular shaped box measuring 3' by 7' parallel to and 6" from the side edges of Home Plate. The batters box is positioned so that the (back corner) of the home plates rectangle shape 17 by 8 1/2 is centered at the 2 1/2' or mid point of the 5'side of the box. These two 3' by 7' boxes are 6" from and parallel to the sides of our home plate. These batter boxes are placed on each side of home plate. A pitching circle with an 8ft radius will be around the pitcher's mound.

17. No walkout music will be permitted

18. Any player called up must be on a CCL roster.

PLAYING REQUIREMENTS

1. Steel spikes cannot be worn

2. Catching equipment:

a. Catchers must wear facemask with throat guard, (hockey style face mask) shin guards, helmets, and chest protector.

3. Batting helmets will be worn while at bat and on the bases.

4. Velcro sleeve strips may be worn but NO STRINGS OR RIBBONS OF ANY KIND.

5. Pockets will be empty.

6. Type Balls: 12" : will be regulation balls

7. Chin Straps and facemasks are REQUIRED

8. Faceguards in the field are at coach's discretion.

Game Rules

The Ohio High School rulebook will be used with the exception of specific league rules.

1. A game shall consist of 6 innings. A game will be considered complete if suspended after 4 full innings or 3 1/2 if the home team is winning. A 1 hour and 45 minute time limit is in affect, the next inning will be the open inning.
2. All 1/2 innings shall consist of 3 outs or 6 runs, except the 6th inning, which will be open. 10 players will be used on defense, 9 if 10 are not available
3. Base runners are allowed to steal ALL BASES. All runners may leave on release of pitch. If a player is caught leaving the base early, runner will be sent back to previous base and warning will be issued. Second offense runner will be called out.
4. Base runners cannot advance once the ball is under player control in the circle. Runners who are in between bases when the ball is under player control in the circle have 1 second to commit to a base. Once this commitment has been determined a player may not change directions or she will be called out.
A pitcher is allowed to pitch 4 innings per game. 1 pitch in any inning constitutes an inning pitched. No pitcher shall re-enter in the same inning. A pitcher may only re-enter once.
 5. If a player throws a bat, their team will be warned. The next player throwing a bat from that team will be called out. The batter is out; the ball is dead, and all runners return to their base. Bat warnings are per team.
 6. If a player throws a bat both teams will be warned at the same time. The next player throwing a bat from either team will be out. The batter is out; the ball is dead and all the runners' return to bases.
 7. Dropped third strike is in effect.
 8. A straight batting order will be used. All players will bat. If a player shows up after the game has started, he will be put in the last position in the batting order.
 9. No pinch runners except in case of injury. If a runner is injured, pinch runner will be the player who made the last previous out. High School speed up rule does not apply.
 10. There will be free substitution of all players

11. The infield fly rule will not be used.
12. There will be a 12 run rule after 5 innings or 4 12 if the home team is winning.
13. Season will be 14 games 7 home and 7 away. All games played will count towards tournament seeding.
14. Any player call up must be on a CCL roster.

LEAGUE TOURNAMENT RULES

1. League standings: No league ties, there will be a clear 1st, 2nd and 3rd place winners.
 - a. First tiebreaker-head to head play during LEAGUE PLAY ONLY*.
 - b. Second tiebreaker-least runs scored against your team during LEAGUE PLAY ONLY*.
 - c. Third tiebreaker - flip-of-coin
2. One week before the tournament. Host town should inform all towns of date and time.
3. Seeding will be determined by record. (See Tournament Rule 1)
4. Teams of the same town will play each other if drawn.
5. Home town furnishes all balls, umpires, and supplies needed for the tournament.
6. Cross County League will supply trophies.
7. If a lower division player is needed to play on an upper division team, he or she can play for only ONE team during the entire tournament.
8. Tournament will be run as a double elimination tournament. Brackets should be posted during the games.
9. League rules will be used for tournaments Revision 2-10-2019 19 Tournament games shall include play through a period of 14 days.
10. All Games will be played out. No suspended games for ANY REASON.

14U General Rules

1. Home team will furnish game balls (12"). One sanctioned umpire behind the plate or one non-sanctioned umpire behind the plate and one non-sanctioned umpire in the field.
2. No protest of league games. Umpires decision is final.
3. No chatter permitted. (hey batter batter swing)
4. The umpire has the right to eject any heckler from the premises. If the person refuses to leave, the umpire has the right to halt the game.
5. All coaches and umpires must have shirts on, and refrain from smoking on the field. No alcoholic beverages are permitted.
6. All league games must be completed by the start of league tournament date or will be forfeited. Home team is responsible for rescheduling. The only exception is games played on the last week of the season. Contact town President to reschedule.
7. The 2 managers must agree whether a game shall be started or not, due to unsuitable weather conditions.
8. The home plate umpire shall be the judge as to suspending a game after it has started.
Revision 2-10-2019
9. Any team not present within ten minutes of scheduled game time on the date set forth will automatically forfeit the game. (By Umpire's watch)
10. No player may play more than one age group with the exception of general rule No. 11.
11. If a team is unable to field a team, they may bring up a player from a lower division to complete their roster. Alternates must bat last. If the regular roster player is benched and the alternate ball player plays, the game will become a forfeit.
12. Alternates CANNOT practice with the team.
13. All players present and on the team roster must play, except that a player may be forced to sit the bench for disciplinary reasons; but only if agreed to by the opposing team coach.

14. Teams will have a continuous batting order.
 15. If a player is either sick or injured, the player may remove himself or herself from the game by notifying the umpire. Once removed a player may re-enter the game one time. If the player is removed again for injury the player cannot re-enter the game. The player will be skipped and not counted as an out. Each player must play the minimum number of innings in the field, if they can't, they will be removed from the line up as stated above.
 16. When a player is ejected it will be for the rest of that game only. The town board he or she plays for will carry out any further action taken on that player.
- Playing Field/Game Rules (140 Division) Girls 13-14; 60 feet base paths and 43 feet pitching distance. Home Plate area Batters Box: The Batters Box is a rectangular shaped box measuring 3' by 7' parallel to and 6" from the side edges of Home Plate. The batters box is positioned so that the (back corner) of the home plates rectangle shape 17 by 8 1/2 is centered at the 2 1/2' or mid point of the 5'side of the box. These two 3' by 7' boxes are 6" from and parallel to the sides of our home plate. These batter boxes are placed on each side of home plate. A pitching circle with an 8ft radius will be around the pitcher's mound.
17. No walkout music will be permitted.

PLAYING REQUIREMENTS

1. Steel spikes may be worn
2. Catching equipment:
 - a. Catchers must wear facemask with throat guard, (hockey style face mask)shin guards, helmets, and chest protector.
3. Batting helmets will be worn while at bat and on the bases.
4. Velcro sleeve strips may be worn but NO STRINGS OR RIBBONS OF ANY KIND.
5. Pockets will be empty.
6. Type Balls: 12" : will be regulation balls
7. Chin Straps and facemasks are REQUIRED

8. Faceguards in the field are at coach's discretion.

GAME RULES

1. The Ohio High School rulebook will be used with the exception of specific league rules.
2. A game shall consist of 7 innings, a game will be considered complete if suspended after 5 full innings or 4 12 if the home team is leading. A 2 hour time limit will be in affect at 2 hours the current inning will be finished then the game will be over.
3. Game can start with 8 players. If start with 9 a game can be completed with no less than 8 players and no out will be recorded in the batting order where player is missing due to whatever reason. This is due to the use of the continuous batting order.
4. No designated hitter will be used.
5. Each player must play 2 innings
6. If a player throws a bat, their team will be warned. The next player throwing a bat from that team will be called out. The batter is out; the ball is dead, and all runners return to their base. Bat warnings are per team.
7. If a player throws a bat both teams will be warned at the same time. The next player throwing a bat from either team will be out. The batter is out; the ball is dead and all the runners' return to bases.
8. Season will be 14 games 7 home and 7 away. All games played will count towards tournament seeding.

LEAGUE TOURNAMENT RULES

1. League standings: No league ties, there will be a clear 1st, 2nd and 3rd place winners.
 - a. First tiebreaker—head to head play during LEAGUE PLAY ONLY*.
 - b. Second tiebreaker-least runs scored against your team during LEAGUE PLAY ONLY*.
 - c. Third tiebreaker – flip-of-coin
2. One week before the tournament. Host town should inform all towns of date and time.
3. Seeding will be determined by record. (See Tournament Rule 1)
4. Teams of the same town will play each other if drawn.

5. Home town furnishes all balls, umpires, and supplies needed for the tournament.
6. Cross County League will supply trophies.
7. If a lower division player is needed to play on an upper division team, he or she can play for only ONE team during the entire tournament.
8. Tournament will be run as a double elimination tournament. Brackets should be posted during the games.
9. League rules will be used for tournaments Revision 2-10-2019 19 Tournament games shall include play through a period of 14 days.
10. All Games will be played out. No suspended games for ANY REASON.

All-Towns Agreement Signatures

By our signatures below, we have reviewed and approved the current By-Laws with all revisions and addendums.

This report is hereby approved on this, the 15th day of March 2026

League Members

Ansonia

Signee: Jac Hinson

Signature: 

Arcanum

Signee: Lester Baker

Signature: 

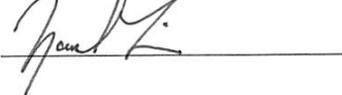
Bradford

Signee: Ben Rank

Signature: 

Franklin Monroe

Signee: ZACH FISHER

Signature: 

National Trail

Signee: Brandi Ibarra

Signature: 

Newton

Signee: Paul King

Signature: 

Tri-Village

Signee: Derek Preston

Signature: Derek Preston

West Milton

Signee: Cory Young

Signature: Cory Young

2026 League Guests

Covington

Signee: Daniel Ashburn

Signature: Daniel Ashburn

Tri-County North

Signee: GARRETT GRAY

Signature: Garrett Gray