

2011 CYBS Rules - Baseball

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1. GENERAL RULES

1.1. Age

- 1.1.1. Current draft rules utilized by the CYBS League.

1.2. Uniform

- 1.2.1. Will consist of sponsor shirt and hat of that respective team. Shirt must be tucked in and any defacing of the shirt will result in player not being allowed to play until he purchases a new shirt with the original sponsor logo. Names being placed on shirts is prohibited and considered defaced.
- 1.2.2. Entire legs must be covered.
- 1.2.3. Rubber cleats or shoes that cover the entire foot must be worn. (Metal spikes/cleats will be prohibited.)
- 1.2.4. The batter, on deck batter, and all base runners, must wear batting helmets. If a base runner is found by the umpire to have intentionally removed helmet during a live ball play, the base runner will be called out. During time out or a walk when there is no danger of injury, this does not apply.
- 1.2.5. Medical jewelry can be worn as long as it is taped down. This can be over turned by umpire in which both teams' coaches will be notified of medical condition and item will be given to parent or guardian to hold on to.

1.3. Home Team

- 1.3.1. Keeping the official scorebook. Any discrepancy will be determined by the home team scorebook and will be final.
- 1.3.2. Obtaining equipment from the equipment area and returning it.

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- 1.3.3. Both teams shall thoroughly police their side of the field and dugout for equipment, trash, and belongings before leaving the field.
- 1.3.4. Home team will be seated in the third base dugout.
- 1.3.5. Home team is responsible for obtaining umpires.

1.4. Batting

- 1.4.1. All players will bat in rotation as per line up sheet submitted prior to the game to the umpire.
- 1.4.2. Batting order shall consist of all roster players present.
- 1.4.3. All players must bat with no exceptions (other than injury or illness).
- 1.4.4. Batters must discard bat before leaving the batters box.
- 1.4.5. If batter recklessly throws the bat, umpire shall give one game warning. The umpire shall call batter out on the second offense.
- 1.4.6. Batting out of turn 6.07, see all division rules IX.

1.5. Game & Scoring

- 1.5.1. Ten run mercy rule will be in effect after four innings.
- 1.5.2. A team scoring six runs or more (if it gives them a six run lead) must take the field regardless of the number of outs in that inning. However, more than a six run lead can be established if the ball is still in play.
- 1.5.3. All teams must field a minimum of seven (7) players or the game will result in forfeiture. Umpire may declare a forfeit in favor of the opposing team if team fails to have 7 players ready to play within ten minutes after scheduled game time.
- 1.5.4. Ten (10) players will take the field on defense with four of those comprising of the outfield with no exceptions. (Providing that you have at least 10 players.)
- 1.5.5. Every player must play two (2) innings in the field by the fourth (4th) inning.
- 1.5.6. It is encouraged that all players play at least 50% (half) or more of the innings in the game before it ends.

1.6. Miscellaneous League Rules (All Divisions)

- 1.6.1. No infield fly rule.
- 1.6.2. Coaches shall promote good sportsmanship. No taunting will be tolerated. Chatter among the team is acceptable behavior.
- 1.6.3. Coaches are to remain in dugouts or coach's box while defense is in field.
- 1.6.4. Barreling of any defensive player making a play at any base when base player has the ball is prohibited. The runner must slide or

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use the six-foot base line to avoid running into the defensive player. Judgment call for this violation will be ejection from that game.

- 1.6.5. No Umpire is eligible to officiate the game when their sibling or parent is involved in the competition.
- 1.6.6. No Umpire shall officiate a game that he or she is age appropriate to participate. The Umpire may only be eligible to officiate if they are too old to participate in the game.

2. SPECIFIC TEE BALL RULES – U6 Children

2.1. Game & Scoring (Tee Ball)

- 2.1.1. Have fun and keep players enthused.
- 2.1.2. Games will consist of three (3) innings or one hour (1 hour).
- 2.1.3. No inning will start after one hour.
- 2.1.4. No score will be kept.
- 2.1.5. All teams must field all rostered players.
- 2.1.6. All players will take the field on defense.

2.2. Pitching (Tee Ball)

- 2.2.1. Pitching distance will be twenty-five (25) feet from home plate to the front of the pitching rubber.
- 2.2.2. The batters' respective coach will do pitching.
- 2.2.3. Maximum of three (3) pitches will be thrown to any batter during a time at bat. If a fair ball is not struck within three pitches, the ball will be placed on a tee. (Everyone hits.)
- 2.2.4. Any ball touched by the pitching coach will result in a no-pitch being called. In the spirit of good sportsmanship, pitcher/coach should make every attempt for fielding possible by a player without hindrance.
- 2.2.5. Pitcher/coach must pitch from within the chalk circle (12 ft.).

2.3. Bases & Base Runners (Tee Ball)

- 2.3.1. Bases will be forty-five (45) feet in distance.
- 2.3.2. All players in the field must be positioned behind baseline (except for pitcher & catcher).
- 2.3.3. Player in pitcher's position must wear helmet with cage.
- 2.3.4. If player is positioned as a catcher, they must wear catchers gear.
- 2.3.5. Any base runner found leaving the base prior to the ball being struck will be called out.
- 2.3.6. The base runners may advance until the ball breaks the plane of the infield (defined as grass to dirt). A halfway chalk mark will be

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used to determine if the runner shall advance or return to the previous base.

- 2.3.7. No runner will be allowed to advance to another base in the event of an overthrow by a defensive player while returning the ball to the pitcher/coach. (Except when the runner has passed the halfway chalk mark.)
- 2.3.8. It is recommended that a runner that is out is allowed to stay on base.
- 2.3.9. No pinch runners may be used unless, in the judgment of the umpire, the runner has been hurt. The pinch runner is the player who made the last out.

2.4. Coaching (Tee Ball)

- 2.4.1. Coaches are allowed and encouraged to be on the field to help all players.

Tee Ball Division rules are to be used with CYBS league General Rules that govern all divisions.

Unless noted in these rules, MHSAA rules apply.

3. SPECIFIC PINTO RULES – U8 BOYS

3.1. Game & Scoring

- 3.1.1. Games will consist of six (6) innings or one hour and thirty minutes (1 hour and 30 minutes).
- 3.1.2. No inning will start after one hour and thirty minutes.

3.2. Batting (Pinto)

- 3.2.1. All bats must be little league approved.
- 3.2.2. No bunting allowed.

3.3. Pitching (Pinto)

- 3.3.1. Pitching distance will be forty-five (45) feet from home plate to the front of the pitching rubber.
- 3.3.2. The batting teams' respective coach will do pitching.
- 3.3.3. Maximum of five (5) pitches will be thrown to any batter during a time at bat. If a fair ball is not struck within five pitches, the batter will be out. If the fifth (5th) pitch is a foul ball, the batter may continue to swing until they hit or miss.
- 3.3.4. Any ball touched by the pitching coach will result in the play being called dead and the pitch will be done again. In the spirit of good

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sportsmanship, pitcher/coach should make every attempt for fielding possible by a player without hindrance.

- 3.3.5. One (1) player on defense will be the designated fielding pitcher. That player is required to wear a helmet and must stand next to or behind the pitcher/coach within the chalk circle until the ball is hit.
- 3.3.6. Pitcher/coach must pitch from within the chalk circle (12 ft.) while keeping at least one foot inside the circle until the ball is hit.

3.4. Bases & Base Runners (Pinto)

- 3.4.1. Bases will be sixty (60) feet in distance.
- 3.4.2. No leading off. Any base runner found leaving the base prior to the ball being struck will be called out.
- 3.4.3. No stealing.
- 3.4.4. Play will stop when an infielder has control of the ball in the infield (defined as the plain of grass to dirt) and is not attempting to get an out.
 - 3.4.4.1. Runners are not awarded bases automatically.
 - 3.4.4.2. A runner beyond the half way mark may continue on to the next base, at the risk of an infielder making a further play.
 - 3.4.4.3. A runner that has not reached the half way chalk mark must return to the previous base.
 - 3.4.4.4. If no further play is made the runners must stop there.
 - 3.4.4.5. Throwing the ball to the pitcher is NOT a further play.
 - 3.4.4.5.1. EXAMPLES:
 - 3.4.4.5.2. Bases awarded for overthrows that go out of play: on a grounder, the shortstop throws past first base and into the fence, stands, or dugout. Technically, he is awarded his base plus one.
 - 3.4.4.5.3. Overthrows that stay on the playing field: player may advance one base at their own risk. Runners are not awarded bases automatically, merely in how far they may advance. For example: a throw designed to force a runner at second base goes into center field beyond the outfielders. Without a further play by the fielding team, the runner may advance only as far as third base. If the fielder is able, he may retire the runner advancing to third. If he attempts to do so and his throw goes beyond third base, the runner may attempt to score.
- 3.4.5. No pinch runners may be used unless, in the judgment of the umpire, the runner has been hurt. The pinch runner is the player who made the last out.

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3.5. Coaching (Pinto)

- 3.5.1. Coaches are not allowed on the field during playoffs!

Pinto Division rules are to be used with CYBS league General Rules that govern all divisions.

Unless noted in these rules, MHSAA rules apply.

4. SPECIFIC COLT RULES – U10 BOYS

4.1. Game & Scoring (Colt)

- 4.1.1. Games will consist of six (6) innings or one hour and forty-five minutes (1 hour and 45 minutes).
4.1.2. No inning will start after one hour and forty-five minutes.

4.2. Batting (Colt)

- 4.2.1. **All bats must be little league approved.**
4.2.2. No bunting allowed when third base is occupied.

4.3. Pitching (Colt)

- 4.3.1. Pitching distance will be forty-five (45) feet from home plate to the front of the pitching rubber.
4.3.2. Pitchers are not allowed to through curve balls.
4.3.3. Maximum of six (6) pitchers shall be used in one (1) game.
4.3.4. Any player on roster may pitch.
4.3.5. Pitcher may pitch only in three consecutive innings per game.
4.3.5.1. Player can pitch for only 3 innings (a single pitch thrown in an inning is considered one inning),
4.3.5.2. He can then play the field but can no longer return to pitch (once a player has been removed from the mound, he cannot return to the pitching position).
4.3.5.3. Coaches must use discretion when children are pitching. Violation of rules regarding the proper use of the pitcher will result in automatic forfeiture of game.
4.3.6. The manager may make a maximum of two (2) trips to the pitching mound in one inning without pulling the pitcher. On the third (3rd) trip, the pitcher must be removed from that position.
4.3.7. If a pitcher is removed or pulled from the mound, the pitcher cannot return during that inning. Pitcher may return in future

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innings, providing they have not exceeded their three innings.

Delivery of a single pitch constitutes having pitched one inning.

- 4.3.8. Batting gloves, wrist bands, jewelry or anything that will distract the batter will be prohibited.
- 4.3.9. No balks will be called.
- 4.3.10. One intentional walk is allowed per game.
 - 4.3.10.1. No pitching occurs.
 - 4.3.10.2. Coach makes call to umpire and runner advances to 1st Base.
- 4.3.11. Pitcher may not use a glove that has distracting colors (i.e., pink, orange, blue).

4.4. Catching (Colt)

- 4.4.1. Once the pitched ball crosses home plate the runners may:
 - 4.4.1.1. A runner on first or second base may advance at his own risk.
 - 4.4.1.2. A runner on third may not steal home.
 - 4.4.1.3. A runner must earn home. (Earned run is defined as batted or walked in, not advanced on an error).
 - 4.4.1.3.1. See 4.4.2 as the exception.
 - 4.4.1.4. A runner must be batted or walked in.
- 4.4.2. If a catcher makes a play on a runner at any base, all runners may advance at their own risk; including third to home.
- 4.4.3. On a dropped third strike, a batter is not automatically out and may advance to 1st base if it is not occupied.

4.5. Bases & Base Runners (Colt)

- 4.5.1. Bases will be sixty (60) feet in distance.
- 4.5.2. A runner on base must stay on the base until the ball passes the plate. Runner may leave the base when a play is made at any base. If a runner leaves a base too early on a batted ball, the ball becomes dead at that point (no pitch to the batter). All base runners must return to the base that they previously occupied. The runner leaving the base too early is out.
- 4.5.3. All overthrows leaving the field of play shall result in the offensive team being awarded one (1) additional base besides the one all runners were going to prior to the ball leaving the field of play. It will be the judgment of the umpire as to whether or not any runner had obtained any base prior to overthrow.
- 4.5.4. Team may provide a courtesy runner for the catcher after two (2) outs. This courtesy runner will be the player who made the last out.
- 4.5.5. No pinch runners will be used unless, in the judgment of the coach, the runner has been hurt (or is the catcher after 2 outs). The pinch runner will be the player who made the last out.

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- 4.5.6. It will be up to the defensive team to prevent runners from scoring from third base by either forcing those runners to return to third or by putting them out at the plate. A throw to the pitcher to stop the runners from coming home is not sufficient.

4.6. Coaching (Colt)

- 4.6.1. Coaches are not allowed on the field.

Colt Division rules are to be used with CYBS league General Rules that govern all divisions.

Unless noted in these rules, MHSAA rules apply.

5. SPECIFIC PONY RULES – U12 BOYS

5.1. Game & Scoring (Pony)

- 5.1.1. Games will consist of six (6) innings or one hour and forty-five minutes (1 hour and 45 minutes).
- 5.1.2. No inning will start after one hour and forty-five minutes.
- 5.1.3. Nine (9) players will take the field on defense with three of those comprising of the outfield with no exceptions. (Providing that you have at least 9 players.)
- 5.1.4. All players must play at least three (3) innings of the game in the field. Two (2) innings must be played in the field by the fourth (4th) inning.

5.2. Batting (Pony)

- 5.2.1. Only baseball bats are allowed.
- 5.2.2. Bats must be taped for a distance not to exceed 16 inches from small end. All bats must be gripped.
- 5.2.3. No bunting allowed when third base is occupied.

5.3. Pitching (Pony)

- 5.3.1. Pitching distance will be fifty (50) feet from home plate to the front of the pitching rubber.
- 5.3.2. Intentional walks are permitted.
- 5.3.3. Maximum of six (6) pitchers shall be used in one (1) game.
- 5.3.4. Any player on roster may pitch.
- 5.3.5. Pitcher may pitch only four innings per game. Player can pitch for only 4 innings, he can then play the field but can no longer return

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- to pitch. Coaches must use discretion when children are pitching. Violation of rules regarding the proper use of the pitcher will result in automatic forfeiture of game.
- 5.3.6. The manager may make a maximum of two (2) trips to the pitching mound in one inning without pulling the pitcher. On the third (3rd) trip, the pitcher must be removed from that position.
- 5.3.7. Pitcher may pitch only three consecutive innings per game. Player can pitch for only 3 innings, he can then play the field but can no longer return to pitch (once a player has been removed from the mound, he cannot return to the pitching position). Coaches must use discretion when children are pitching. Violation of rules regarding the proper use of the pitcher will result in automatic forfeiture of game.
- 5.3.8. Batting gloves, wrist bands, jewelry or anything that will distract the batter will be prohibited.
- 5.3.9. Balks will be called and one base awarded to runner(s). A balk is defined as a pitcher interrupting his pitching motion or rushing his motion before the batter is set:
- 5.3.9.1. *(a) The pitcher, while touching his plate, makes any motion naturally associated with his pitch and fails to make such delivery;*
 - 5.3.9.2. *(b) The pitcher, while touching his plate, feints a throw to first base and fails to complete the throw;*
 - 5.3.9.3. *(c) The pitcher, while touching his plate, fails to step directly toward a base before throwing to that base;*
 - 5.3.9.4. *(d) The pitcher, while touching his plate, throws, or feints a throw to an unoccupied base, except for the purpose of making a play;*
 - 5.3.9.5. *(e) The pitcher makes an illegal pitch; **Comment:** A quick pitch is an illegal pitch. Umpires will judge a quick pitch as one delivered before the batter is reasonably set in the batter's box. With runners on base the penalty is a balk; with no runners on base, it is a ball. The quick pitch is dangerous and should not be permitted.*
 - 5.3.9.6. *(f) The pitcher delivers the ball to the batter while he is not facing the batter;*
 - 5.3.9.7. *(g) The pitcher makes any motion naturally associated with his pitch while he is not touching the pitcher's plate;*
 - 5.3.9.8. *(h) The pitcher unnecessarily delays the game;*
 - 5.3.9.9. *(i) The pitcher, without having the ball, stands on or astride the pitcher's plate or while off the plate, he feints a pitch;*
 - 5.3.9.10. *(j) The pitcher, after coming to a legal pitching position, removes one hand from the ball other than in an actual pitch, or in throwing to a base;*
 - 5.3.9.11. *(k) The pitcher, while touching his plate, accidentally or intentionally drops the ball;*

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- 5.3.9.12. *(l) The pitcher, while giving an intentional base on balls, pitches when the catcher is not in the catcher's box;*
- 5.3.9.13. *(m) The pitcher delivers the pitch from Set Position without coming to a stop.*
- 5.3.10. On a dropped third strike, a batter is not automatically out.
- 5.3.11. Pitcher may not use a glove that has distracting colors (i.e., pink, orange, blue).

5.4. Bases & Base Runners (Pony)

- 5.4.1. Bases will be seventy-five (75) feet in distance.
- 5.4.2. Any base runner may advance to any base at their own risk.
- 5.4.3. Team may provide a courtesy runner for the catcher after two (2) outs.
- 5.4.4. No pinch runners may be used unless, in the judgment of the coach, the runner has been hurt (or catcher after two outs). The pinch runner will be the player who made the last out.
- 5.4.5. There will be a six foot lead off line from the bag that will not be crossed by any part of the runners body until the pitcher has established his set position.

5.5. Infield Fly Rule

- 5.5.1. An infield fly is a fair ball (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second or first, second, and third are occupied, before two are out, the pitcher, catcher and any outfielders who stations himself in the infield on the play shall be considered infielders for the purpose of this rule.
- 5.5.2. When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare an infield fly for the benefit of the runners. If the ball is near the baselines, the umpire shall declare infield fly if fair.
- 5.5.3. The ball is alive and runners may advance at the risk of the ball being caught or retouched and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul.
- 5.5.4. If a declared infield fly is allowed to fall untouched to the ground, and bounced foul before passing first or third base, it is a foul ball. If a declared infield fly fall untouched to the ground outside the baseline, and bounces fair before passing first or third base, it is an infield fly.

5.6. Coaching (Pony)

- 5.6.1. Coaches are not allowed on the field.

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Pony Division rules are to be used with CYBS league General Rules that govern all divisions.

Unless noted in these rules, MHSAA rules apply.

6. SPECIFIC Mustang RULES – U14 BOYS

6.1. Game & Scoring

- 6.1.1. Mustang Division will abide by MHSAA rules, except in relation to play-time as outline above.

Mustang Division rules are to be used with CYBS league General Rules that govern all divisions.

Unless noted in these rules, MHSAA rules apply.