

CYO Baseball 2013 – 2014 Rules & Modifications

(Updated: 04/14)

The CYO Policy & Procedure Manual covers all CYO Programs. Your attention is directed to them and the specifics listed below. Unless otherwise stated, CYO Baseball will operate under the National Federation High School Association.

1) Division Classification

Eligibility commences with the 4th Grade

Eighteen (18) players are the maximum number a team may carry on its roster. Fifteen (15) is the recommended minimum, but is not a requirement.

2) Pitching/Base Path Distances:

<u>Grade</u>	<u>Pitching</u>	<u>Base Paths</u>
4 th Grade	46'	60'
5 th Grade	46'	60'
6 th Grade	50'5"	75'
7 th Grade	60'6	90'
8 th Grade	60'6"	90'
High School	60'6"	90'

3) Game Rules: 10 Game Season + Playoffs for the Top 4 Qualifying Teams

The length of the game is 7 innings for 7th, 8th grade and High School. The length of the game is 6 innings for 4th, 5th and 6th grade.

4th, 5th & 6th Grade: No inning may start after 1 hour and 55 minutes have expired, unless the score is tied. 7th, 8th & High School: No inning may start after 2 hours and 5 minutes have expired, unless the score is tied. If time allows, extra innings will be played until a decision is reached. A suspended game will be played at a later date if it cannot be completed due to weather, field or darkness limitations. Suspended games will be picked up at the exact point of suspension, and will be played to completion if time allows, or until an Official Game is recorded.

An Official Game: 4 ½ innings must be played if the home team leads, 5 if the home team is behind.

If conditions should dictate or if a team is 10 or more runs behind, the game will be called after the trailing team has completed its turn at bat and 3 outs have been called. (4 ½ innings must be played if the home team leads, 5 if the home team is behind). Home team must have the opportunity to bat in the bottom of any inning after the 5th if the visiting team reaches a 10 or more run difference. The run rule does NOT apply in the playoffs.

All playoff games and the Championship game will be played to completion. (Exception: when a time limit has been placed on the fields (i.e.) Nassau County or Town of Hempstead fields).

If the diamond does not correspond to specifications, make the adjustment to the field and play the game. All results will be official.

The home team will establish ground rules.

If neutral fields are used, the CYONS office will establish the ground rules.

Forfeit time is 15 minutes EXCEPT neutral fields, where forfeit time is game time. (A neutral field is a field that CYONS was responsible for procuring)

Baseball Rules & Regulations

Each team is expected to have a home field. Teams should only play on fields that the parish baseball coordinator or CYONS has obtained a permit for.

The regulation baseball uniform is recommended. The Team Uniform MUST display the name of your parish name across the front of the uniform shirt. Matched, numbered T-shirts displaying the parish name across the front and caps are acceptable and mandatory if the uniform is not worn. Players not wearing their parish issued uniform shirt or jersey will not be permitted to play. Sneakers or cleated baseball shoes must be worn.

STEEL SPIKED SHOES ARE ILLEGAL FOR USE IN CYO FOR ALL GRADES EXCEPT FOR CYO HIGH SCHOOL LEAGUES (TYRO & SENIOR LEVELS)

The catcher must wear a facemask, throat protector, body protector, shin guards, helmet, and protective cup. The glove or mitt may be worn by any player. The pitcher may NOT wear a long sleeve WHITE shirt under his uniform shirt. A Short sleeve white shirt is OK, but it is recommended for teams to avoid white shirts entirely.

All batters and runners must wear helmets with double earflaps. If a youngster DELIBERATELY REMOVES his helmet while the ball is alive, the umpire will:

- 1) Give a TEAM WARNING to that team.
- 2) For subsequent violations of the rule, player WILL BE REMOVED FROM THE GAME. All runs scored on the play will count; the ejection will take effect at the end of the playing action. It will be the judgment of the umpire whether the act was deliberate or accidental.

The on-deck batter is required to wear a helmet. New helmets should have the initials NOCSAE stamped on the exterior. **BAT/BALL SHAGGERS MUST WEAR A DOUBLE EARFLAP HELMET**

The following baseballs are approved for league and playoff games
Grades 5/6 LL, Wilson 1072 Martin
Grades 7/8 Rawling SRLL, Diamond DSLL, Wilson A 1010,

It is recommended that coaches discourage the use of the curve ball. In young players, there is a possibility of damaging a youngster's arm due to unnatural stress placed on the muscles of the forearms.

Sliding is only feet first for all levels of play in CYO (Head first slides NOT permitted except when retreated back to a base.) A player will be called out by the umpire on any other instance where a Head First Slide is used.

Pitching Regulations:

A pitcher may pitch no more than the following in any given day:

GRADE	PITCHES ALLOWED PER DAY
4 TH	60
5 TH	75
6 TH & 7 TH GRADE	85
8 TH – 10 TH GRADE	95
11 TH – 12 TH GRADE	105

Total Pitches Thrown in a day deem rest days in between pitching outings

TOTAL PITCHES THROWN	CALENDAR DAYS OF REST REQUIRED
61 PITCHES OR MORE	THREE DAYS (3) REST
41-60 PITCHES	TWO DAYS (2) REST
21 – 40 PITCHES	ONE DAY (1) REST
1 – 20 PITCHES	NONE

Exception: If a pitcher reaches the imposed limit for his / her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is out.

Note 1: If a pitcher reaches the limit imposed for his / her last pitch to a particular batter, the pitcher must be removed before delivering a pitch to the next batter.

Note 2: Intentional Walk: Before a pitch is delivered to the batter, the catcher must inform the umpire-in-chief that the defensive team wished to give the batter an intentional base on balls. The umpire-in-chief waves the batter to first. The ball is dead.

Note 3: A pitcher removed from the game as a pitcher may play any other position except for catcher, and a catcher removed from a game as a catcher may play any other position except for pitcher.

Coaches are responsible for counting their pitchers pitches per inning, and confirm pitch count with opposing team's coaches after each half inning.

1st inning warm-up: 8 pitches. All innings afterward ... warm-up is 5 pitches. A substitute is allowed 8 pitches.

The pitcher cannot hold the ball more than 20 seconds. He must pitch or play a runner.

The Pitcher: may pitch either from a wind up or set position. Must take the sign from the catcher with his pivot foot in contact with the pitcher's plate. The ball shall be in either the gloved hand or the pitching hand. The pitching hand will be down at his side or behind his back.

The pivot foot shall be touching the pitching plate (wind up position). The entire foot shall be on or directly in front of and in contact and parallel to the pitching plate (set position). When he takes a windup or set position, to change to any other position, he must STEP clearly backward off the pitching plate with his pivot foot. He may assume either position. Maximum: 2 pumps or rotations.

With his feet in the windup position, he may either deliver a pitch or step backward off the plate with his pivot foot. During delivery, he may lift the non-pivot foot in a step forward, or step backward and a step forward.

Set Position: come to a complete stop with ball in both hands below chin. May turn on his pivot foot or lift it in a jump turn to step with the non-pivot foot toward a base while throwing or feinting OR may lift his pivot foot in a step backwards off the plate. After the pitcher has placed his pivot foot on the ground clearly behind the plate, his right to throw or feint to a base is the same as an infielder.

Overthrow from this position... 2 base award. Overthrow as a pitcher... 1 base award.

Illegal Pitch ... No base runners – ball to batter – dead ball – no pitch. With base runners – an illegal pitch – a balk.

Balk Rule ... Ball is dead. A balk is called when there is a runner on base. Base runners advance one base. A balk supersedes any action on the field. Coaches should discuss the balk rule with the umpire(s) prior to the start of the game.

A pitcher cannot turn the shoulder to look at first base ... illegal pitch (balk). Feinting to an unoccupied base is a balk UNLESS the runner is on his way to that base. The pitcher may move his head in any direction.

A warning will be given to the pitcher for defacing the ball (spitting on ball, etc.).

FEINT: a movement which simulates the start of a pitch or a throw to a base and which is used in an attempt to deceive the runner, put out a runner, or drive a runner back to a base.

Player Regulations

4th Grade

Infield must be placed 60' from Home Plate, and the Outfield must be placed 30' behind the Infield until the pitcher releases the ball.

A Pitcher must be removed if he walks 4 batters in an inning or hits 2 batters within the same inning, or 3 batters within a game.

Runners may not steal home.

4th and 5th Grade

Continuous Batting - All players present will bat. Batting can be in any order, it does not have to be your starters first. Any player arriving after the start of the game bats at the end of the line up. Any 9 players may play the field. A player that is ejected or leaves the game for any reason, except if the blood rule applies, will result in a recorded out each time that player comes to bat.

Bunting is allowed.

Stealing is allowed when the **BALL PASSES THE BATTER.**

The runner is not allowed to advance on an attempted steal of 2nd or 3rd base when there is an overthrown ball

Base runners cannot lead.

Dropped third strike ... BATTER OUT ... base runner may run after ball passes batter.

Base on Balls ... the award is 1st base ONLY. (**The batter / runner may not continue to second base**). Base runners run at their own risk after ball passes the next batter.

Base runner leaves too soon ... he is OUT. Ball is DEAD... no pitch on batter ... no advance on base runners. (Warning recommended by umpire on first offense.)

6th Grade

Continuous Batting - All players present will bat. Batting can be in any order, it does not have to be your starters first. Any player arriving after the start of the game bats at the end of the line up. Any 9 players may play the field. A player that is ejected or leaves the game for any reason, except if

the blood rule applies, will result in a recorded out each time that player comes to bat.

Bunting is allowed.

Batter – Base runner may run on dropped third strike.

Leading is permitted

Stealing is allowed when the ball is released from pitcher's hand.

7th & 8th Grade

Teams may have up to 11 batting positions in the line up (9 player positions & 2 extra hitters – EH. The EH can substitute in the field, but remains in the same position in the batting order)

A player in the starting lineup who has been removed for a sub may re-enter the game in his original batting position in the batting order provided:

His substitute has completed at least one turn at bat OR his substitute has played as a defensive player for a minimum of one (1) inning (3 outs).

A pitcher may not re-enter as a pitcher.

If two or more substitute players on the defensive team enter the game at the same time, the manager shall immediately designate to the Umpire in Chief, such players positions in the team's batting order. If this information is not given to the Umpire in Chief, he shall have the authority to designate the substitutes in the batting order.

Leading & Stealing are permitted

High School, Federation Rules

A player in the starting lineup who has been removed for a sub may re-enter the game in his original batting position in the batting order provided:

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Leading & Stealing are permitted

Player Regulations (All Grades)

The Blood Rule: If a player can not bat because of injury, his at bat will be declared an out. Subsequent at bats will not be penalized. An injured player or a player who misses a turn at bat because of the “blood rule” may return to the game and retake their original spot in the batting order. A player leaving the game for non-injury reasons will have an out recorded at all at bats after departure. An inning or a game may end because of enforcement of this rule.

An inning commences the moment the third out is made completing the previous inning.

The “1 minute” rules between innings will be adhered to. Coaches ...have your respective pitcher, catcher, or batter **READY**.

Three ways to avoid a tag ... veer, stop or slide (**feet first only**).

If a batter interferes with a catcher who is coming out of the box on a play at home, **RUNNER IS OUT**. On the third out, batter is out.

Hitting the ball twice while in the box is a foul ball.

Batter Obstruction ... runner on base moves only if forced after batter is awarded first base, unless stealing.

In order for the catcher to block Home Plate, he must be receiving the ball or have the ball at the time. It is highly recommended to advise your runners they are not to come in standing up when involved with a close play at home plate.

Malicious Contact with a Player: Contact with a fielder with or without the ball in a malicious manner will be an automatic ejection from the game without prior warning. The player is out and no advance by the base runners. If any runs or outs are called prior to the malicious act, they stand.

Playing the Game:

Teams and officials should note time game begins (first pitch), which is the official time the contest begins.

You must have eight (8) players to start a game, and additional players can be added as they arrive. If a team is only playing with 8 players, and the 8th player is ejected from the game, the game will be **FORFEITED**.

Teams that start with 9 players will be allowed to continue with 8 players if a teammate is ill or injured and removed from the game **PROVIDING** there are no other substitutes available.

If said player arrives late to the game and the above situation occurs after he arrives, said player may play. If the situation occurs **BEFORE** the “late” player arrives, he may play as a substitute only, 8 players continuing the

game. An offensive player may not hurdle (jump over) a defensive player making a play at any base.

Helmets ... If a player INTENTIONALLY REMOVES HELMET (ball is alive, official will signal “delayed dead ball”. 1st offense ... Team warning. 2nd offense ... any player involved is EJECTED. Batter-Base runner cannot switch helmet with on-deck batter, etc.

Bat Regulations:

Aluminum or wooden bats are optional. All bats must adhere to Federation Rules. Each bat shall be:

Grade of the Baseball Team	Bat Allowed for that Grade
4 th & 5 th Grade	“Official Little League” Bat Only
6 th Grade	“See Below for 6 th Grade Only”
7 th & 8 th Grade	Wooden Bats Only
Tyro & Senior	Wooden Bats Only

4th and 5th Grade:

Little League bats are required for use in this Division ONLY and MUST be labeled “Official Little League”.

6th Grade: (*NJBL regulations for '75 bases)

Allowed bats are: 2 3/4”, minus 8 1/2 or less, any COMPOSITE 2 3/4 bat as long as it has the USSA BPF 1.15 label on the barrel (effective 2014), 2 5/8 minus 10 or less, any 2 5/8 COMPOSITE bat that has the USSA BPF 1.15 label on the barrel, (effective 2014), or any 2 1/4 metal barrel bats, or 2 1/4 COMPOSITE bats on the approved list.

Bats having anything other than straight handles are illegal. All aluminum bats must have a handle grip. Hybrid composite bats are legal as long as the bat dimensions are permitted in that division. NOTE- 2 1/4 COMPOSITE barrel bats- see bats allowed by season. (Listed on NJBL web site), the officials may remove from the game any equipment that they deem unsuitable or unsafe for competition.

All Grades where applicable:

Metal bats must be taped (no electrical tape)

Softball bats are illegal.

Use of an illegal bat is a protest that should be brought to the attention of the umpire immediately. The game is not forfeited. The umpire will remove the bat and the batter shall be called out. If the bat has been altered, the bat is removed and the batter is out and ejected.

Donuts are allowed on warm-up bats and only “bats” may be used in the on-deck circle or area. No other devices such as lead pipes, chains, etc.

are permitted. A maximum of 2 bats is allowed. **NO DONUTS ARE PERMITTED ON LITTLE LEAGUE BATS. (Donuts NOT permitted in Nassau County Parks)**

Thrown Bat:

Unintentionally- 1st offense – WARNING; 2nd offense – EJECTION from game.

Intentionally – Player OUT and EJECTED from game.

Bat hits a defensive player involved in a play – the call is INTERFERENCE-BALL DEAD-NO ADVANCE-BATTER OUT

Postponements, reschedules, To Be Arranged Game's (TBA's):

The only reason for a cancellation is inclement weather, a parish religious event or loss of facility. Blackout Dates are provided to block out any day(s) the team is not available, and must be provided to CYO with your team registration, prior to scheduling. If a scheduled game date is moved by coaches without CYO approval, both teams will receive a forfeit. Two forfeit losses will eliminate a team from playoff contention. Game Times / locations can be accommodated on the same date ONLY IF both teams are in agreement with the change and the CYO office is notified 72 hours in advance. Field space and umpire availability is very limited. Play your schedule.

Any official postponed game, or TBA, or Rainout must be rescheduled by the coaches within 2 weeks. Notify the CYO office of the new date. (see CYO Program Schedule on the CYO website www.cyons.org and make note of the last day to schedule an unscheduled game). (Unscheduled Game Dates on CYO website: listed as 1/1 or 1/2)

If it becomes clear that an opposing coach is NOT cooperating in rescheduling a game, Coach / Coordinator MUST contact your Recreation Specialist at CYO and advise him/her ASAP. A forfeit may be declared to an uncooperative party.

Officials Responsibilities:

The umpires have been instructed to call the coaches BEFORE each contest and leave their name and telephone number. They will enforce all rules discussed at the organizational meeting within the spirit of the league.

RAINY DAYS – The official should call the home team coach (or Coordinator) to confirm his assignment (date/time/site) and to leave his name and telephone number. In the event of inclement weather or poor field conditions, the home team coach shall be responsible for notifying the official at least one hour prior to game time, that the game has been

postponed. If the official does not hear from the home coach, he will travel to the site of the game and be paid in accordance with the prevailing fees.

If the official travels to the field and the game cannot be played or is postponed, one half of the established fee must be paid (1/4 fee by each team). CYO suggests, in the event of expected inclement weather, that the home team coach calls the CYO office on Thursday or Friday to find out the name of the official assigned to the game.

The Umpires Pre-Game Procedure:

Confirm the Game with Both Coaches, and reconfirm in the event of rain

Inspect the field to make sure it is suitable for play.

Go over the ground rules for the Game

Inspect all bats in the contest, and designate an area for all approved bats for the contest. (Coaches are NEVER permitted to approach an opposing player and inspect his bat. Direct all inquiries thru the Home Plate Umpire (Violations result in the coach's' ejection and disciplinary action by CYONS)

Check and record First Pitch start time with coaches and record it in both teams' scorebooks.

Coaches' Responsibilities:

A coach will be permitted 1 offensive conference and 1 defensive conference per inning. If a 2nd defensive conference is called within the same inning, the pitcher must be replaced. A 2nd offensive conference is not permitted.

A **courtesy runner** is optional for the catcher on base with 2 outs. If you have more than 9 players, use a player not in the lineup at that time.

Intentional Base on Balls, inform the umpire prior to any pitch.

Pre-game conference between coaches & officials should include a safety check for equipment.

We do not use a DH in CYO Baseball

APPEAL PLAYS ARE THE RESPONSIBILITY OF THE UMPIRE ONLY. They will be called AFTER play ceases.

Batting out of order is an appeal play and called by the DEFENSIVE team only if after the illegal batter has completed his turn at bat and BEFORE a pitch to the next batter.

Jewelry is NOT PERMITTED.

Pitch Count is the coach's responsibility, and should be shared with opposing team between innings.

Unsportsmanlike Conduct, including foul language, by a player, coach, or fan will not be tolerated AND will be reported to the CYO office immediately. The official will use his authority to either WARN or EXPEL the OFFENDER, or declare a FORFEIT if the situation cannot be corrected. Each team is responsible for the conduct of their players, coaches & fans. Sportsmanship should be displayed by all involved.

Any person (player, coach, and fan) who is ejected from a contest because of unsportsmanlike conduct will be immediately suspended from the team's next contest, including playoffs. Suspended players are expected to attend the next game and serve their suspension on the bench, out of uniform. A suspended coach or fan can not be present at the game. An immediate suspension is NOT APPEALABLE. The CYO Discipline Committee may take further disciplinary action.

All umpire fees must be paid at the field, (\$ 60.00 per umpire, per game) prior to the start of the game, at the established rate. A fee and a ½ will be paid for one official in grades 7–12.

Official Assignments:

- 1 Official assigned for 4th – 6th Grade
- 2 Officials Assigned for 7th – 12th Grade
- 2 Officials Assigned to All Playoff & Championship Games

If a game results in a forfeit (not enough players to start the game), the FORFEITING TEAM is responsible for paying the FULL FEE. The official(s) will notify CYO by phone. CYO will pay the official and bill forfeiting team. Forfeit Time is 15 Minutes after the scheduled start of the contest on parish fields. Forfeit Time is Game Time on CYO fields.

If a game results in a forfeit (game cancelled) within 24 hours of the scheduled contest, the assigned official will be paid a full fee by CYO and the forfeiting parish will be billed. (Loss of facility and inclement weather will not warrant a forfeit fee or travel fee. Umpires are expected to contact coaches prior to the contest to confirm game information) **DO NOT** pay the official for a forfeit at the field.

If the umpire starts a game and it does not become an official game, the charge is a full fee.

Reporting scores/Game Results: It is the obligation of BOTH coaches to report scores to the CYO office within 72 hours of the contest. Any game score not reported will result in a double loss (0 – 0) for both teams. CYO scores can be reported on the CYO website www.cyons.org "Coaches Corner" or emailed to scores@cyons.org, using the five digit game # to identify the game.

PLAYOFFS:

Teams **MUST** play 80 % of their Schedule to qualify for post season playoff activity and a player must participate in 50% of the season's games in order to participate in playoffs.

ALL Coaches **MUST** have attended the CYO Coaches Sanctioning Workshop, and submit a CYO Sportsmanship Ballot to qualify for CYO post season playoffs.

PLAYOFF DETERMINATIONS:

Playoff Seeding is determined by:

- a) Wins
- b) Percentage of completed schedule (80 % minimum to qualify)
- c) Head to Head
- d) If a, b & c above are equal, seeding will be determined by a coin toss. Exception –below

In the event of a tie for the final playoff position, where head to head does not produce a clear determination, (teams split in regular season) an out-of- bracket playoff game(s) will be played to determine who will enter the playoffs in the final position.

In the event of a tie involving 3 or more teams, CYO Office will determine proper procedure.