

Baseball/Softball Rule Book



BASEBALL/SOFTBALL RULES

BASEBALL FIELD DIMENSIONS

Coaches and umpires will be responsible to ensure that each base and the pitcher's mound are in the proper position. All fields will be laid out in accordance with the attached table.

Each team will occupy a dugout on opposite sides of the field. Coaches must ensure players stay within the dugout during the game when not on the field or at bat.

Spectators must remain outside the dugout at all times during the game.

	K/1	2/3	4/5
BASES	50'	60'	60'
PITCHER	N/A	N/A	46'

EQUIPMENT

All players will be responsible for supplying a glove and bat. Helmets, equipment, baseballs, and a Tee Ball stand (where applicable) will be supplied by the league.

Grades K, 1, 2 and 3 will use a softer ball designed for little league use. Grades 4/5 will use the standard little league baseball.

Both aluminum and wood bats are permitted.

All batters and base runners are required to wear a helmet.

For practices and games, every player **must wear molded baseball shoes or soccer shoes**. Under no circumstances may any player wear metal spikes.

All players must have a hat and a uniform. Uniform shirts must be tucked into the child's baseball pants

Players may not wear watches, jewelry or any other non-baseball uniform items. Medic Alert Labels may be worn inside the jersey and taped to the body. **The umpire will be the sole judge as to what is unacceptable.**

Hair control devices are allowed if made of soft material and not worn for adornment.

All male players are strongly advised to wear a protective cup. All catchers are required to wear a protective cup.

The league will not provide game day batting tee. Coaches will be responsible for bringing the tee.

NUMBER OF PLAYERS

The following chart represents the maximum number of players on the field at any one time. Teams can start a game with a minimum of 8 players. If less than 8 players show up for the start of a game, the opposing team can supply additional players to begin the game.

Division	Pitcher	Catcher	First	Second	Shortstop	Third	Outfield
K/1	2	0	1	1	1	1	4
2/3	1	1	1	1	1	1	3
4/5	1	1	1	1	1	1	3

NOTE: Grades K/1 will have a maximum of 20 players per team.
Grades 2/3 & 4/5 will have a maximum of 18 players per team.

<u>Grade</u>	<u>Description</u>
K& 1	<ul style="list-style-type: none">* One player will be positioned on each side of the pitcher's mound* Equally space the players in the outfield* Catcher will be a coach supplied by the at bat team to assist the player's hitting. This coach is required to wear a protective mask.* Equally space players in the infield at the area of second base and shortstop
2/3	<ul style="list-style-type: none">* One player will wear all catcher's equipment and be backed up by coach to speed up play* Equally space the players in the outfield
4/5	<ul style="list-style-type: none">* Players will be in the same positions as standard senior baseball leagues

It is recommended that you not exceed the number of players specified, however with the approval of both coaches and umpires, grades K, 1, 2, and 3 can place an additional player on the field. **This can only be done if there is only one additional player who shows up for the start of the game.** For example, in K/1, if 11 players show up for the start of the game, there will be no problem with fielding these 11 players, thus preventing only 1 child from sitting on the bench alone. If 12 players show up (on either team), we will use the 10 players on the chart in the field with 2 substitutions on the bench for the next inning.

PITCHING AND HITTING

The batting order will be set before the start of each game. **All players present will be in the batting order, regardless of whether or not they are on the field.** This batting order shall not change during the game. If a player arrives after the start of a game, the player shall be placed at the end of the lineup for batting rotation.

<u>Grade</u>	<u>Description</u>
K/1	<ul style="list-style-type: none"> * Each player has a choice of coach pitch, or hitting off the tee. * Any pitching will be done by coaches If the player elects to begin with coach pitch, the coach will use his/her discretion to determine the number of pitches the batter will attempt to swing at <u>up to 4</u>. After 4 pitches (good or bad), the coach must set up a Tee for the batter to take up to 3 more swings. The coach can determine that after 3 pitches, the batter can use the Tee for 4 additional attempts (rather than the 3 noted above).
2/3	<ul style="list-style-type: none"> * All pitching will be done by coaches * The coach will use his/her discretion to determine the number of pitches the batter will attempt to swing at <u>up to 5</u>. After 5 pitches (good or bad), the coach will set up a Tee for the batter to take 1 swing. The coach can determine that after 3 good pitches, the batter can use the Tee for 2 additional attempts.
4/5	<ul style="list-style-type: none"> * All pitching will be done by players * Standard balls and strikes will be called. * Batters will be awarded first base if hit by the pitch. * No pitcher is permitted to throw more than 2 innings per game, or 100 pitches whichever is greater

It is recommended that 4th/5th grades use players to pitch during batting practice. This will help the batters learn how to hit pitching from their peers, as well as pitchers throwing to batters.

BASE RUNNING

From the first day of practice, coaches will be responsible for teaching the players to DROP the bat after hitting the ball. During a game in order to maintain safety, if a player throws a bat, he or she will be called out. If there were any base runners they shall be sent back to their original starting bases.

In K, 1, the base runners will be able to continue around the bases until the ball is thrown back into the infield. This will be at the umpire's discretion. No additional bases will be taken on overthrows.

In 2/3 division, base runners stop when the ball is returned to the pitchers mound.

In 4/5, the base runners will be able to continue around the bases at their own discretion.

There will be no Infield Fly Rule called.

There will be no stealing in grades K, 1, 2, and 3.

Stealing will be permitted in grade 4/5 after the pitched ball has crossed the plate. Players will be allowed to slide into bases feet first only. If a player slides in head first, that player will be called out.

There will be no leading off the bases in any grade.

LENGTH OF INNING/GAME

A team will be at bat for 5 runs or 3 outs, whichever comes first.

All innings need to be moved along in a quick fashion to permit the maximum number of at bats within the time allotted. The maximum time/duration of the game shall be specified on the League schedule.

COACHES RESPONSIBILITIES

Coaches have complete and total responsibility for their teams and fans. Coaches who are unable to control their fans and players will be warned by the umpire of a possible game forfeit. If a problem continues, the game will be called by a league official. The situation will be reviewed by the league and the coach may be suspended from the next game. The children must learn that this league is designed to be a fun, educational baseball league. This must be shown from all coaches and assistants helping with the teams

All players must stay within their designated dugout and **no parents are permitted within this area at any time.**

The coach is allowed to have up to 6 assistants in the area during the game.

When at bat, grade K/1 will have a coach pitching, a coach catching, and a coach at first and third base. A coach in the on deck circle is optional.

When at bat, grade 2/3 will have a coach pitching, a coach behind the catcher, and a coach at first and third base. A coach in the on deck circle is optional.

When at bat, grade 4/5 will have a coach at first and third base.

It is recommended that coaches use players to assist them in coaching **first and third bases only**. They should be rotated throughout the lineup using the last 2 batters from the previous inning.

The coaches, through their actions, are responsible for teaching the children how to deal with winning and losing a game. This includes how to deal with bad calls, difficult parents and other coaches. The league will remove a coach from his or her duties for inappropriate behavior that includes but is not limited to:

- * Disagreeing with an umpire
- * A negative discussion of the game with other coaches
- * A negative discussion of the game with parents
- * Inappropriately ending a game by not congratulating the other team or inappropriate behavior when congratulating the other team.

Concerns over other team's play, players, parents or umpiring must be handled via the telephone with the Baseball League School Director. No phone calls will be taken on Sunday

UMPIRES

In K/1 and 2/3, both teams are responsible for supplying one umpire for their games.

CYL will employ an umpire in grades 4/5 to call balls and strikes. Each team will be required to provide a parent umpire for the base paths.

The umpires are located on the field for the safety of the players.

Each umpire should wear the designated shirt and hat supplied by the league to distinguish them from the coaches on the field.

Time should be kept on the field by the umpire to ensure the next game may start on time.

In all grades, one umpire will be located behind the plate and the second umpire will be in the field.

It is the umpire's responsibility to ensure all equipment is in proper working order.

CANCELLATION, BAD WEATHER, RE-SCHEDULING

Once a game has started, the umpire decides when to call the game for bad weather. The league requires that all games be suspended for thunder or lightning observed in the vicinity in the field. If the Director on Duty calls the game due to bad weather, all games must be suspended immediately

During bad weather prior to the start of the game, unless called by the league, all coaches and players must show up at the fields.

If a game must be rescheduled for any reason, the Baseball League Commissioner must give his approval.

Team phone trees shall be established to ensure all people are informed of the status of a game if there is any concern due to the weather prior to the start of the initial game.

SOFTBALL SPECIAL RULES

The standard rules from the Baseball Rule Book shall apply with the following exceptions:

1. All pitching shall be **FAST PITCH**. “Windmill” pitches are permitted. There is no limit to the number of innings a girl may pitch. A pitcher may start a step or two in front of the rubber if necessary to throw strikes (if both coaches agree).
2. Runners cannot move off bases until ball is past the catcher or home plate. Stealing is permitted. Runners may advance at their own risk on overthrown balls. If a **dead ball** is called by the umpire, the runners may advance to the next base if over half way, or return to previous base if less than half way. Umpire will make final determination on placement of runners. **Sliding is permitted**
3. Standard balls and strikes will be called. **A foul ball with 2 strikes will be called strike 3, and the batter is out.** This is intended to speed up play of the game. Walks shall be permitted.
4. The length of an inning shall be 5 runs or 3 outs, whichever comes first. **In the last inning of the game**, up to 8 runs can score as players ‘run out’ the last play. For example, if bases are loaded and 4 runs have already scored, a home run will score all 4 runs in the final inning
5. Official softballs shall be provided by the league. Each team will supply one ball per game
6. The field dimensions will be 65’ between bases with a pitching distance no greater than 52’.
7. Each team will have no more than ten players on the field at one time. This shall consist of:

1 Pitcher	1 Second Base	4 Outfielders
1 Catcher	1 Shortstop	
1 First Base	1 Third Base	
8. The length of the game shall be 7 innings with no extra innings. A new inning shall not be started if there are less than 15 minutes remaining in the scheduled game time as designated by the League schedule.