

CATHOLIC YOUTH ORGANIZATION

Monroe County CYO

BASEBALL RULES/REGULATIONS

I. PLAYING RULES:

- A. Official Rules: The rules of the CYO Baseball League are those of the National Federation. It is imperative that each coach has a working knowledge of the National Federation Rule Book in addition to those rules governing CYO Athletics.
- B. Purpose of these Rules: CYO wishes to stress that scores are not to be run-up by winning teams, and also wishes to emphasize that coaches must make every effort to play as many team members as possible in a given game.
- C. Team Minimum: A team must be able to field the minimum number of players at game time or the game is forfeited. If a player becomes ill or injured and is unable to finish the game, the team may finish the game with one player less than the minimum number of players allowed to start the game. This does not apply to player ejection. If an ejection leads to a team being short of the minimum number of players, the game is forfeited at that time.
 - 1. A Division: A Teams must have 8 of 9 players present to start the game, with the ninth player to be added to the bottom of the line-up upon arrival.
 - 2. B Division: B Teams must have 9 of 10 players present to start the game, with the tenth player to be added to the bottom of the line-up upon arrival.
- D. Game Time: Game time is forfeit time. If one team is not present or not ready to play with the minimum number of players at the time that a contest is scheduled to begin, their opponent may accept forfeit victory for that contest. Game officials shall sign the score sheet to verify forfeit. No official is required to wait beyond the scheduled game time for a team.
- E. Game Length: Games shall be of the following length --
 - 1. A Division: Seven (7) innings shall constitute a game.
 - 2. B Division: Six (6) innings shall constitute a game.

F. Extra Innings:

1. A Division: Tied games will be determined by playing extra innings until a winner is determined.
2. B Division: Tied games will be determined by playing extra innings until a winner is determined; if the game remains tied after eight (8) innings, it shall be declared a tie.

G. Game Time Limit: No inning shall begin after one hour and forty-five minutes of play in B Division games or two hours of play in A Division games, unless the score is tied. An inning that begins prior to the applicable game time limit will be completed regardless of time.

H. Mercy Rule: A game will be officially concluded when a team is fifteen (15) or more runs behind and has completed its turn at bat in the 4th inning, or is ten (10) or more runs behind and has completed its turn at bat in the 5th or subsequent innings. This rule applies in all regular season and Post-Season Tournament games.

(**Exception:** If the time limit expires, the game is concluded regardless of the number of innings that have been completed.)

I. Travesty Rule: The batting team may not score more than five (5) runs in any half inning, unless that team is behind in the score. After the third (3rd) complete inning, a team behind in the score may score five (5) runs or as many runs as are needed to tie, whichever is greater. Play in an inning automatically ceases upon the scoring of the fifth or tying run, and no additional runs that could be scored on the play will be counted. This rule does not apply in the last inning or any extra innings. Regular mercy rule still applies. This rule does not apply in Post-Season Tournament games.

II. GAME RULES/REGULATIONS:

A. Playing Field: A diamond or infield shall be 90-foot square. The outfield is the unobstructed area between the two foul lines that extends beyond the infield a minimum of 270 feet. All fields are to be marked accordingly and groomed to ensure safety.

1. Base Distance: A Division – 80 feet (80'); B Division – 65 feet (65').
2. Pitching Distance: A Division – 56 feet (56'); B Division – 46 feet (46').

B. Protective Equipment: Catchers must wear a throat guard on their mask, a helmet, shin guards, and a chest protector. A protective cup is recommended.

C. Helmets: All players batting, on deck, base running or coaching, must wear helmets; face guard is optional. All helmets in use must have the **NOCSAE** stamp of approval. Violation will result in forfeit.

- D. Metal Spikes: Metal spikes are prohibited at the B level but are allowed at the A level. Violation will result in forfeit.
- E. Regulation Baseball: Each team will furnish a new ball or a ball deemed by the umpire to be playable for each game. All teams are expected to have more balls available if foul balls are not being shagged.
- F. Uniforms: Each player shall be numbered on the back of the shirt and no players on the same team shall wear identical numbers.
- G. Game Roster: Shall be submitted/exchanged between managers ten (10) minutes prior to start of the game.
- H. Team Benches: The home team has the choice of bench (1st or 3rd baseline). It is recommended that the home team takes the third base bench and the visiting team takes the first base bench.
- I. Pre-Game Warm-up: Where possible, the visiting team will take infield practice thirty (30) minutes prior to game time and the home team will take infield practice fifteen (15) minutes prior to game time. Where there are multiple games scheduled on the same field, if games are running behind, there will be no infield practice after the published time. In such circumstances, teams must come warmed-up and ready to play.
- J. SPECIAL EXCEPTIONS TO NATIONAL FEDERATION RULES:
1. Free Substitution Rule: To provide the maximum amount of playing time for as many individuals as possible, free substitution and the batting of all legal substitutes in the dugout are allowed in all levels. If a team does not choose this option, the regular reentry rules pertaining to all starters would apply.
 - a. The batting order of the participants cannot change.
 - b. A team may play the entire game with the same type of line-up. Either bat 9 players in A Division (10 in B Division), or bat the entire dugout. Example: If you start with 10 players batting, you are to end with 10 players batting. If you start by batting the entire dugout of legal substitutes, you are to end batting the entire dugout of substitutes. If a player shows up late, they become a legal substitute and, if batting the entire dugout, is placed at the end of the order.
 - c. If a vacancy occurs (for any reason) and there are no legal substitutes, an out will be declared when that vacant batter is due at bat. Example: if you bat your dugout of 16 players and the 13th player in the batting order must leave the game, when his time at bat occurs he is recorded as an out.

2. **Batter's Starting Count:** Each batter will start with a 1 ball, 1 strike count. An at Bat will end with batter reaching base or being put out by a fielding play, or with a 3 strike Strikeout or a 4 ball Walk. The batter gets unlimited foul balls with 2 strikes on them.
3. **Intentional Walk:** If a team desires to intentionally walk the batter, they may do so by informing the umpire in charge. It will not be necessary to throw four (4) pitches. The coach, catcher, or other delegated authority may inform the umpire.
4. **Pitch Limitation:** No curve balls are allowed. A curve ball shall be declared a ball on the batter.
5. **Pitching Limitation Rule:**

Maximum Daily Pitches - 75	Required Rest
51-75 Pitches	3 Days of Rest
26-50 Pitches	2 Days of Rest
25 Pitches or Less	1 Day of Rest

Day of Rest: A calendar day in which a student does not participate in any game on that day as a pitcher (starter or relief pitcher).

Counted Pitch: All regulation pitches that are thrown to a batter that result in a ball, strike (called or swinging), foul ball or fair batted ball put into play are considered a "counted pitch" for purposes of this rule. An illegal pitch, a pitch that follows a balk or timeout being called, warm-up pitches, throws when playing a batted or thrown ball and pick-off throws to a base are NOT counted under this rule.

Daily Pitches: These are all the counted pitches that are thrown on any given calendar day. If a pitcher participates in multiple games of a doubleheader or tournament on a given calendar day, those counted pitches must be added together in establishing that pitcher's daily number of pitches.

6. **Baseball Bat: Weight and length specifications:**
 - a. Must meet the National Federation guidelines or
 - b. Must meet Little League Rule 1.10 (B Level – Minor/Major, A Level Intermediate (50-70) & Junior League) – "The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat). **No "Big Barrel" bats in the B Division (barrel may not exceed 2½").**

2017 Rule: ****To allow for a transition, bats meeting these guidelines will be allow to be used for the 2018 Season, but no further**** Weight and length specifications must meet either the National Federation guidelines (-3) or be marked "BPF 1:15 or

less." This stamp replaces the old Little League stamp in previous years. This rule applies to both Divisions of play. A Division bats MUST be stamped with BBCOR certification.

7. Dropped Third Strike: In the A Division, advancement is allowed. In the B Division, the ball is dead and no advancement is allowed.
8. Stealing & Leading off the Base: In the A Division, lead offs and stealing is allowed. A player may not steal home. He may advance home after the pitch on a passed ball, wild pitch or play elsewhere on the field (including an attempt to pick-off the runner at third). A suicide squeeze is permitted, but if the batter does not attempt to bunt or does not make contact, the runner will be considered to be trying to steal home and be declared out if he touches home plate (all other runners may keep the bases to which they advanced on the play). Lead-offs are not permitted in the B Division, but players may advance once the pitch reaches home plate, on passed balls, wild pitches or plays elsewhere on the field (including an attempt to pick-off the runner).

III. LEAGUE RULES/REGULATIONS:

- A. Umpire Assigning: CYO will assign one (1) registered umpire to all games unless a Parish/School is required to secure their own registered umpires for their home games. Each team is responsible for paying the umpire twenty-one dollars (\$21.00), for a total of forty-two dollars (\$42.00) per game.
- B. Umpires Not Present: In the event that the assigned officials are not present to officiate the game(s), the teams will have two (2) options:
 1. Play the game with individuals they mutually agree to have officiate the game(s). If a mutual agreement is made to play, the contest(s) results will stand.
 2. Re-schedule the game(s) with the CYO office after mutually agreeing on date(s) and time(s).
- C. Rain-Outs/Postponed Games: The League or the Athletic Director of the home team or the Umpire on site shall have authority to declare a game a rain-out or postponed for other field or weather conditions. Once a game is started, authority for suspending a game is vested in the umpire.
- D. Suspended Games: If a game is called by the umpire due to weather, darkness, or for any reason, the game will continue from the point of suspension at another time agreed upon by both teams. If the game is suspended after the team behind has completed its fifth (5th) inning at bat, the game is considered a complete game, the results will stand, and the remaining innings will not be played. Tournament games, however, will be completed at the point of suspension. The umpire shall retain the fees paid for suspended games.

- E. Re-Scheduled Games: : In the event of games postponed or suspended due to weather conditions, the League, in consultation with the teams involved, will seek to reschedule the game to another mutually convenient date, time and location where possible.
- F. League Standings: The league standings will be completed on the basis of two (2) points for a win, one (1) point for a tie (B Division), and zero (0) points for a loss. Non-league games do not count in division standings.
- G. Roster Limitations: There is no limit as to the number of players that a team may have. Additional players may be similarly registered (as per eligibility rules) at any time during the regular season.
- H. Insurance: Secondary medical insurance is provided for participants for all athletics through the Michigan Catholic Conference. This coverage has some limitations and is secondary to parent's medical coverage. This coverage is in effect if the student has no medical coverage. Information can be obtained through the School Principals or Parish Pastors.

IV. PLAY-OFFS:

- A. Format: Time permitting, a bracket style, single-elimination format will be used. If time does not permit, the top four teams in each division will be seeded into two semifinals, with the winners advancing to the Championship Game.
- B. Tie Breaker (7/8th Grade Only):
 - 1. If 2 or 3 teams tie for a division seeding spot, head-to-head game results will determine the breaking of the tie.
 - 2. If still tied after use of the head-to-head comparison, the run differential (victory margin) between the teams involved will be used to break the tie.
 - 3. If still tied after use of the run differential, a coin flip or card draw will be utilized under the direction of the League Director.

V. VIOLATIONS AND PENALTIES:

Violations of CYO rules and regulations shall subject a member Parish/School to any or all, but not limited to, the following: censure, probation with competition, probation without competition, forfeiture, suspension, and expulsion.