

CYO BASEBALL RULES

The National Federation of State High School Associations (NFHS) Baseball Rules apply in this league with the exceptions contained herein. CYO game contest rules may not be altered by mutual consent of the coaches. Only the CYO office may issue authorized changes.

OFFICIAL TEAM

- Defined as an individual or group of children from one or more parishes listed on the team roster who meet the eligibility rules and are approved by the Parish Designee, Pastor and CYO office. Eligibility Rules, as defined in Bylaw 4 of the Charter & Bylaws, shall be followed to determine all questions regarding eligibility.
- The official number of players per side is nine (9). A game may not be played with less than eight (8) players per side. If a team is starting with eight (8) players an additional player may be added and will occupy the ninth spot in the line-up. Until the ninth player enters the game the ninth spot in the line-up will assume an out each time that spot would come to bat. . (The game can't end with this assumed out. The game must continue until another out occurs.)
- A CYO Team refusing to continue playing a scheduled contest for any reason without the consent of the referee or CYO representative may be subject to a suspension for one calendar year. This also applies to CYO Sanctioned Events.

OFFICIALS

- Officials have the power to warn or disqualify from the game or match anyone who commits acts which intend to influence their decisions.
- Officials have the authority to call or suspend a game if conditions warrant.
- Officials shall be paid before the team takes the field to play the game. Payment shall be made to the official, in cash.
- Should one team fail to show-up for a scheduled game, the team present should not pay the umpire for the forfeited game. The

umpire is to call the CYO Area Athletic Director with the following information; date, time, location of game and name of team & coach present at field in order to receive payment.

- Should both teams show up for a scheduled game and one team does not have enough players to begin the game and a forfeit is called, the team that caused the forfeit shall pay the umpire the total fee for both teams.
- Should an umpire decide to postpone or cancel a game prior to its start, the umpire *shall* not be paid by either team.
- Should officials fail to appear five (5) minutes prior to the starting time of the game, both head coaches may arrange for persons to umpire the game and call the CYO Commissioner to report the no-show.
- Head coaches are required to attend the pre-game meeting with umpires and must verify with the plate umpire that all his/her players are legally equipped, and that all players and equipment are in compliance with all rules.

EQUIPMENT

- BALL - CYO will provide official game balls to each team for use in regular season games.
- FIELD
 - Varsity & Junior Varsity Divisions
 - The distance between the bases will be 80 feet.
 - The distance from the front of the pitching plate to the back point of home plate will be 55 feet.
 - Cadet Division
 - The distance between the bases will be 70 feet.
 - The distance from the front of the pitching plate to the back point of home plate will be 50 feet.
 - Developmental & Elemental Divisions
 - The distance between the bases will be 60 feet.
 - The distance from the front of the pitching plate to the back point of home plate will be 46 feet.

- **PLAYERS**
 - Catchers must wear a facemask, chest protector, throat protector, shin guards and a full catchers helmet.
 - Helmets are required for all batters, base runners and on-deck batters.
 - The use of a protective cup is recommended.
 - Defensive players are permitted to wear face/head protection in the field. If a pitcher or any defensive player wears face/head protection, its outer covering shall have a non-glare surface.
 - Metal spikes are prohibited.
- **BATS** – All bats must meet one of the following criteria
 - Each bat must meet the following CYO specifications;
 - Must be 2-3/4 inches or less in diameter at its thickest part.
 - Must be 34 inches or less in length.
 - Must be 33 ounces or less in weight.
 - Drop Weight Rules;
 - Varsity & Junior Varsity Divisions – Bats may not weigh numerically more than seven (7) ounces less than the length of the bat (ie; a 34 inch bat cannot weigh less than 27 ounces). Drop 7 and under bats will be permitted.
 - Cadet, Developmental & Elemental Divisions – Bats may not weigh numerically more than eight (8) ounces less than the length of the bat (ie; a 33 inch bat cannot weigh less than 25 ounces). Drop 8 and under bats will be permitted
 - Bats that are broken, dented, cracked, will deface the ball or do not meet the bat specifications are illegal.

UNIFORMS

- Numbers on the jersey are **MANDATORY**. A number shall be printed on the back of each jersey. The number on the back of the jersey shall be 6 inches in height.
- All players must have the CYO Emblem on their uniform either sewn or stenciled.

- Pitchers are limited in the color of long sleeves and exposed sleeves worn under the uniform. Pitchers may not wear white or gray exposed undershirts.
- Chains, earrings, other jewelry, glitter, face paint or other inappropriate items may not be worn during the game.
- An American flag and or a commemorative/memorial patch not to exceed 2 by 3 inches and with the approval of the CYO may be worn on each of the uniform apparel provided neither the flag or patch interferes with the visibility of the player's number.

INCLEMENT WEATHER

- Teams are to report to the field at the scheduled time of the game, unless they are notified through the CYO Office of the field/game cancellation.
- Coaches may not mutually decide to cancel a game. If this happens, teams will be responsible for paying umpire and field fees.
- Game umpires have the discretion to cancel or postpone a game.

PRE-CONTEST COACHES RESPONSIBILITIES

- Coaches are responsible for the supervision of their team before the contest.
- At each contest and practice, coaches *are* to have in their possessions; an official team roster, a copy of each players Preparticipation form and Emergency Medical Authorization Form, and a first aid kit.
- If the schedule does not indicate home & visitors a Coin-flip will be used. The team listed first on the team schedule shall call the toss. The winner shall choose to be home team or visitor.
- For the first game on the field a grace period of ten (10) minutes will be allowed before a forfeit is declared. There will not be a grace period of other games.

TEAM BENCHES

- Bench personnel are limited to players listed on the eligibility roster, one student manager and two *CYO Certified* coaches.
- *CYO Credentials must be worn and visible at all times.*

PARTICIPATION

- Each player must be treated with dignity regardless of their ability.
- Participants may only play and be rostered on one CYO team in the same sport in the same school year.
- Each player must play a minimum of one (1) full inning in the field unless the game is called by the umpire.
- If all players do not participate, it is an immediate forfeit called by the scorer and umpire.
- If a coach will not play a player because of missed practice, unsportsmanlike conduct, academics or injury, the coach must inform the umpire and scorekeeper before the game begins.
- A CYO player may *also play on a* non-CYO Baseball Team in another league. CYO games take precedence and will not be rescheduled due to conflicts.

GAME, TIME & RUN LIMITATIONS

- No game will start after 8:00 PM, and all games must stop at 9:00 PM.
- Practice session must be completed by 9:00 PM.
- No CYO Games (Season or Sanctioned Events) may be held Holy Thursday, Good Friday, Holy Saturday or Easter Sunday.
- All games shall be scored as regulation games, if after 4 innings (3-1/2 if the home team is winning) have been played the game is called by the umpire because of darkness, rain or any other cause, which in his/her opinion makes future play hazardous.
- Teams will play seven (7) innings or a 2.0-hour time limit.
- Tie Games;
 - Varsity & Junior Varsity Division - If at the end of seven innings the score is tied, the time limit is set aside and the International Tie-Breaker Rule will be used until a winner is determined. International Tie-Breaker - Both teams will get their at bats and each will start the inning with the player that made the last out in the previous inning on second base.

- Cadet, Developmental & Elemental Divisions - If the game is tied, the International Tie-Breaker Rule outlined above will be used as long as the time limit has not been reached. Once the time limit has been reached the game will end and the score shall be recorded as a tie.
- After the time limit has expired no new inning may start. A new inning shall be considered started after the third out of the previous inning has been made.
- Run Differential Rules
 - Mercy Rule: If after the 4th inning (3-1/2 innings for the home team) and a team is ahead by ten (10) runs the game shall be called, if all participation requirements are met. If participation requirements are not met, those players that have not played must be substituted in the next inning. The game will end when the participation requirements have been met and there is a ten (10) run lead.
 - Inning Run Limit Rule
 - In the Cadet, Developmental and Elemental Divisions the inning will end when a team has scored ***five (5) runs***. Continuous runs scored on a play will be counted. ***Unlimited scoring will be permitted by both teams in the last inning of the game.***
 - In the Varsity & Junior Varsity Divisions, the inning will end when a team has ***scored ten (10) runs***. Continuous runs scored on a play will be counted. ***Unlimited scoring will be permitted by both teams in the last inning of the game.***

SUBSTITUTIONS

- ***Varsity & Junior Varsity Divisions***
 - ***The pitcher who is replaced as pitcher may return once as a pitcher.***
 - ***Since the continuous batting order rule is in effect, unlimited substitution is permitted on defense in all other positions.***

- Cadet, Developmental & Elemental Divisions - Since the continuous batting order rule is in effect, unlimited substitution is permitted on defense.
- If a player is removed from the game due to injury or illness, and cannot be replaced or is under the continuous batting order rule, when his position in the line-up is up, the team must take an automatic out.
- Courtesy Runner - When there are two (2) outs, and the catcher or pitcher is on base, you must place the last available player on base for the pitcher or catcher as a “courtesy runner”. This courtesy runner must be reported to the umpire. The player is not noted in the scorebook and does not satisfy any participation requirements. If a “courtesy runner” needs to be used in any other situation the “runner” shall be the player that made the last batted out.
- Pitcher Limitations
 - One (1) inning will be charged to a pitcher that pitches one (1) pitch in an inning.
 - A pitcher may pitch five (5) innings in any game. Once five (5) innings are pitched in the game he will be ineligible to pitch any remaining innings scheduled for that game.
 - Violation of these rules will cause a forfeit to be charged to the team in violation. If both are in violation, both shall forfeit.

OFFICIAL SCORER

- Each team is required to have an official scorebook at each game. At the completion of the game it shall be the duty of each coach to have the umpire sign the scorebook.
- It is the responsibility of the winning team to submit the score and innings played to the CYO Office.

RULES OF PLAY

- Batting Order-*A continuous batting order will be used at all levels.*
- Stealing a Base
 - Varsity and Junior Varsity division teams are permitted to steal a base.

- Cadet, Developmental and Elemental division there are no lead-offs. Once the ball passes over home plate the base runner can steal any base, including home.
- Pitching
 - Pitcher must be in contact with the pitching plate.
 - Pitcher will be allowed five (5) warm-up pitches. Substitute pitchers will be allowed eight (8) warm-up pitches.
- A hit batter will be awarded first base.
- Bunting is allowed in all divisions.
- Sliding is allowed in all divisions (no head first sliding). At home plate, on a close play, the base runner cannot barrel into the catcher, he must slide or give-up.
- ***Dropped Third Strike***
 - ***Cadet, Developmental, Elemental Divisions, the batter will be called out on a third strike, even if the catcher drops the ball.***
 - ***Varsity and Junior Varsity Divisions, on a dropped third strike the batter is entitled to try to reach first-base before being tagged or thrown out, unless a runner already occupies first-base and there are less than two outs (in which case the batter shall be called out).***
- Phantom tags are not permitted. The first violation will be a warning the second will result in an ejection.
- Timeouts & Conferences
 - When on offense, one (1) time-out per inning may be called to speak to a batter
 - When on defense, on the third charged pitching conference in a seven (7) inning game, the pitcher must be removed as pitcher for the duration of the game. Every trip to the mound thereafter requires the removal of the pitcher. During extra innings, each team is given one trip to the mound without penalty for each extra inning.
- The batter must never leave the batter's box during an at bat. One foot must always remain in the batter's box.

(Revised January, 2008)