

CYBSL 2019

In House Playing Rules:

Minors and Majors:

- **BATTING CAGES:** ONLY Teams with a practice time have priority in the cages and must share with other teams with the same practice time.
- **COACHES ON FIELD**
 - Only 2 coaches plus manager allowed on fields and dugouts at any time during game.
 - *One adult coach must be in the dugout at all times during play.*
 - *The remaining coaches are allowed out of the dugout, but must remain in front of the dugout proper and within 3 feet of either end once play begins in any inning. The scorebook need not be kept in the dugout.*
- **CONCESSIONS** – [Pending] will be coordinating responsibilities for concession stands at Garvin and Bentley fields. Each team is to provide a team representative to [Pending] to help coordinate and staff the concession stands
- **CONTINUOUS Batting Order:** There will be a continuous batting order with free substitutions for each game

LATE ARRIVING PLAYER: With a continuous batting order – Gets added to the end of the order. You cannot “save” his spot. (Note: **PLAYER WHO LEAVES EARLY:** When using a continuous batting order, if a player has to leave the game for any reason, the team skips over him w/o penalty. If he leaves b/c of injury and then recovers, he is inserted back into original spot, again w/o penalty. Rule 4.04)

- **FORFEITS** - 15-minute time limit on forfeits for not enough players (umpires watch for official time)
 - **Borrowed Players:** We permit borrowed players. See attached exhibit
- **HOME** team is responsible for
 - RAKING infield after each game. . **Rake WITH not across** base-path
 - LOCKING ALL EQUIPMENT BOXES AND BATTING CAGES.
 - Shutting down lights... 10PM LIGHTS OUT RULE
- **MAKE UPS** - Managers may NOT reschedule games without approval of your commissioner.
- **MISC** –
 - **Game balls:** Each team must provide 1 game ball for each game. Please have additional balls suitable for game play on hand in case of lost balls in woods or balls that may become wet when fields are wet.
 - **Pitch Counts:** All leagues will follow LL pitch count rules/limits. **MANDATORY. NO EXCEPTIONS.**
 - **Zero Tolerance** rule Smoking, Alcohol, and Swearing
 - **No On-Deck batters are permitted.** Only exception is between innings and before play begins for that inning.
 - **No Hit Sticks or other practice items once games start.**
 - All equipment (includes buckets and chairs) must be **IN DUGOUT AT ALL TIMES.**
- **PINCH RUNNER** - : When using a pinch runner and a Continuous Batting Order, eligible runner that can pinch run is someone who is **one of the four batters** prior to the current batter.
 - **A runner can be pinch run for only once per game.**
- **PITCHER WARM UPS**
 - Coaches CAN warm up pitchers.
 - Players that warm up pitchers must wear a mask.
 - 5 pitches between innings. 8 for new pitchers

- **PITCHING RULES:**

- See pitch count pamphlet for pitching limits and regulations.
- Only 3 hit batsmen are allowed by a pitcher per game.
- ***No intentional walks permitted in Minors***
- Each team will appoint an official scorekeeper. This person(s) will keep track of pitch counts. A comparison is required after every half inning of game. If there is disagreement between scorekeepers that cannot be rectified then the home teams counter will be used as official counter for that game.
Teams will be required to have tracking form signed after each game. This form has number of pitches a player has thrown and when player would be eligible to pitch again. Managers will be required to have this form with them at all times and will present to opposing manager at beginning and end of games. (Tournament tracking form.) Winning manager will report in website write-ups the # of pitches a player has thrown as part of players

PITCHING RULES - 2019

Majors and Minors Div.

(See page 44 Rule Book)

AGE	PITCH LIMIT
7 - 8	50
9 - 10	75
11 - 12	85

PITCHES THROWN	DAYS REST REQUIRED
0 - 20	0
21 - 35	1
36 - 50	2
51 - 65	3
>65	4

[Begin counting days starting with the NEXT day following that game]

1. Once removed, a pitcher MAY NOT be returned as pitcher in that game.
2. If a pitcher throws 41 or more pitches, he MAY NOT catch in that game.
3. If a player catches in 4 innings (i.e. takes 1 pitch after 3 full innings) he MAY NOT pitch in that game
4. If a player catches in 3 innings (i.e. takes 1 pitch after 2 full innings) he MAY pitch in that game
 - a. If he throws 21 or more pitches, he MAY NOT return as catcher in that game

Note: The “threshold” revert back rule applies to all of the above scenarios (example: Pitcher reaches 35 pitches while pitching to Batter. Batter is put out (or walks, gets a hit etc.) after 3 more pitches. As long as the pitcher is removed before the next batter, his count “reverts back” to 35 and his rest requirement is 1 day.

- **PLAYOFFS** - All teams will make playoffs and be seeded appropriately at regular season completion.
- **RAIN OUTS** - For rainouts, see website. Website will be posted by 4:00 PM on weekdays and by 8:00 AM for morning games and 12:30 PM on Saturdays. Rainouts must be made up ASAP and as scheduled. They may be rescheduled to team's practice times.
- **SLASHING – NOT ALLOWED.** *When a batter that attempts to slash, the ball will be ruled dead and the batter will be called out.*
- **SLIDING**
 - No head first slides except to go back to a base. Umpire's discretion (Majors) as to whether it is a head first slide.
 - There is NO MUST SLIDE rule.....There is a SLIDE OR AVOID rule.
- **TIME LIMITS - 2-hour time limit** – no inning ***may start*** after 2 hours. An inning that exceeds the 2-hour time limit will continue until the innings are complete OR is called because of darkness. If an inning starts before the 2-hour time limit and the game ends up being called because of darkness, the game will revert to the last complete inning.
- **UMPIRES AND SPORTSMANSHIP –**
 - Notify Mike Colucci 401-487-2688 of no-shows by **MAJOR league umpires**.
 - If you have any problem with a Major umpire, note umpire's # on his sleeve and report to your commissioner.
 - If you have a No Show or a problem with a **Minor umpire**, notify **Ed Rigano Jr at 401-527-2873**
 - There is a no tolerance rule in regards to being thrown out of a game. Any manager, coach or player thrown out of a game will automatically sit the next game.
 - Managers and coaches are responsible for any parents or family members being unruly to the umpires or any players on the field.
 - NO HARASSMENT OR TRASH TALK toward Minor League umpires. They are Little League graduates, most are teenagers and are a big help to us.
- **WEEK-END PRACTICE SESSION** - *During the Season, teams must hold at least one weekend practice session. Manager subject to one game suspension for failure to do so.*
- **WRITE UPS** - The WINNING manager must submit the score and game summary **within 24 hours.** (***Info on how to submit the information through your smart phone to the web-site will be forthcoming***) Please provide a brief summary of the game with highlights from both teams. Scores and summaries will be published on the Web-site, and the team pages as well as The Valley Breeze. Mention the team sponsor (if applicable) at least once and use the following symbols 1B = single; 2B = double ...3B, HR etc. P-pitches thrown; K = strike outs; RBI – runs batted in.

Example of write-ups:

Game 1 of the CYBSL Town Championship was played on Monday night at Garvin Field. The (Gardner Landscaping) Dodgers played the (Upper Deck Baseball Academy) Indians. The Dodgers behind the no-hit pitching of Carl Smith (6IP, 58P, 8K) came away with a 5-0 victory. The offense for the Dodgers was proved by Bill Drake (1B, 2B, RBI), Joe Diaz (1B, RBI), Len Cabral (2B), Chris Potter (1B), John Black (1B) and Smith (HR#3-RBI).

Paul Lang (4IP, 53P, 3K) and Andy Weller (21P, 21P, 2K) handled the mound duties for the Indians. Game 2 is scheduled for Wednesday night at Garvin Field.

Minors:

- **BASE STEALING RULES**
 - **No stealing of Home Plate (including on passed balls).**
 - ***No stealing of second base by the batter after a walk***

- **PICK OFF** - If the catcher or pitcher attempts to pick off a runner at any base (including third base) the ball is live and any runner can advance to the next base including home.
- **ERRANT THROW BACK** - If a ball (not a pick-off) thrown back to **the pitcher** *from any fielder*, is not caught or if there is an **errant throw** by the catcher **to the Pitcher**, the ball is **DEAD** and the runners are **not able to advance** to the next base
- **OTHER BASES** : In order to encourage and teach the catcher and players in the field the proper defensive positioning in regards to covering and backing-up positions, **AS OF MAY 15 AND NOT BEFORE** a runner stealing 2nd base may advance, at his own risk to 3rd (**and no further**) on an errant throw/catch on the play to 2nd. **Prior to May 15 runners may steal only one base at a time.**
- Runners attempting to steal 3rd base or runners already on 3rd base at the time of the play **may not advance to home (runner is “locked” at 3rd) on such plays.**

Example A: Runner on 1st. Steals 2nd drawing a bad throw from catcher. Runner may advance to 3rd and no further (**NO PRIOR TO MAY 15. YES AFTE MAY 15**).

Example B: Runners at 1st and 3rd. Runner on 1st steals drawing an errant throw or catch to 2nd base. Runner on 3rd may not advance.

Example C: Runner on 1st and 2nd. Runners steal drawing an errant throw or catch to 3rd base. Runner may not advance past 3rd.

- **NO delay stealing:** The runner cannot STEAL unless he is running **prior** to catcher throwing the ball back to pitcher and he continues to run. **If he stops, even momentarily, it is a delayed steal** and he must return unless thrown out (at the option of the defense). As soon as ball is controlled on mound surface, time is out.
- **Leading at 3rd Base:** Leads at 3rd base are to be reasonable after each pitch. The allowable distance should not exceed approximately 3 body lengths of the runner.

- **INFIELD FLY** There is **NO “Infield Fly Rule”** in minors.
- **MINIMUM PLAY** - Players must play 4 defensive innings per 6 inning game. **One of those innings must be in an in-field position.** Manager will have some flexibility if player never shows for practice or is late for a game, **or it there is a legitimate safety concern which has been approved by the player agent or respective league commissioner.** This must be reported to commissioner of league and the manager of the opposing team must know this before the start of the game. **After one warning, failure to comply with this rule will result in a forfeit for every game that the rule wasn’t observed.**
- **MERCY RULE - 5 RUN** limit per inning except in the last inning where there are unlimited runs.
 - If, **BEFORE** an inning other than the 6th begins, after consulting with the two managers it is declared by the umpire to be the last inning, there will be unlimited runs allowed.

Majors:

- **MERCY RULE** - 10 run ‘mercy’ rule is in effect where if after 4 or more complete innings, one team is ahead by 10 or more runs, the game ends. If the home team is ahead by 10 runs after 3 ½ innings, the game will end.
- **MINIMUM PLAY** - Players must play 3 defensive innings per 6 inning game. **Strongly encouraged (but not mandatory) that One of those innings must be in an in-field position** Manager will have some flexibility if player never shows for practice or is late for a game. This must be reported to commissioner of league and the manager of the opposing team must know this before the start of the game. **After one warning, failure to comply with this rule will result in a forfeit for every game that the rule wasn’t observed.**
- **Batter to Remain in Box:** (new rule adopts Rule 6.02(c)). After entering the batter’s box, the batter must remain in the box with at least one foot throughout the remainder of the at-bat. (See Rule for exceptions).