



## Casper Youth Baseball Local League Rules 2026

1. The current Babe Ruth Baseball Rules Book will be always in effect except for any conflicting rules stated within the CYB Local League Rules. In the case of any conflicting rules, the Local Rules control. A copy of all rules shall be supplied to all managers and umpires. A copy of all rules will be posted on the League web site.
2. Divisions: CYB has six divisions: Tee Ball, Rookies, Minors, Majors, Juniors, and Seniors (if enough players). The Tee Ball Division consists of players from ages 4 to 6, Rookies Division consists of players from ages 7 to 8, Minors Division consists of players ages 9 to 10, Majors Division consists of players 11 to 12, Juniors Division consists of players ages 13 to 15, and the Seniors Division consists of players ages 16 to 18. In the event that a Seniors Division is not possible, the Juniors Division will consist of players ages 13 to 16. Players may play up to the next division at a parent's request. No player will be allowed to play down in divisions.
3. Ejection of the Manager, Coach, or Player: Any ejection will result in an automatic one-game suspension following the game ejected from for the first offense, a two-game suspension following the game ejected from for the second offense, and a calendar year suspension for the third offense. All suspensions include all league games and activities until the Manager/Coach/Player misses one or two games as applicable, within the Division the suspension occurred.
4. An appeal of any suspension above may be made to the Board of Directors within 24 hours. The Board of Directors may reduce or reverse the suspension for compelling cause by unanimous vote.

If a manager, coach, or player intentionally strikes a manager, umpire coach or player, such person is automatically ejected and shall be suspended while the incident is reviewed by the Board of Directors, which must meet within 24 hours. Directors must be notified of the incident immediately by phone call, text message or email. If there is retaliation, the person(s) retaliating is also automatically ejected and shall be suspended while the Board of Directors

reviews the matter. The Board of Directors shall determine whether the initial striking and retaliation were intentional. If a manager, coach, or player(s) is suspended by the Board of Directors for this violation, suspension will be for one calendar year.

Any spectator ejected from Field of Dreams Baseball Complex or Washington Park Baseball Field must leave the complex or ballpark for the remainder of the day ejected.

## 5. Playing Time

- a. All players shall play Six defensive Outs (2 innings) and receive at least one at-bat.
- b. If a player fails to receive his required playing time due to the game being shortened for any reason (e.g., time, mercy rule, weather), that player must start the next game that the player attends.
- c. Failure to follow the Playing time rule:
  1. A Board Member will address the issue with the Coaches, Parent and Player after the first offense. Before the team's next game.
  2. A second offense will result in Board action which could be Suspension of Coach and or Manager.
- d. If a player violates the Player Code of Conduct or is benched for disciplinary purposes by either the Manager or Coach:
  1. Should the Manager/Coach choose to Discipline a player by benching them they will immediately notify the Board of Directors of the decision, with the reason for the Benching via text or email.
  2. The Manager or Coach will list benched players on the lineup card submitted prior to the start of the game and ensure that notes are added to the official score book showing player was benched.

## 6. Substitution

- a. If a player team is unable to field 9 players, the team is allowed to find substitutes to fill the empty positions

- b. Substitutes must be registered CYB players from the equivalent division (i.e. a Majors player playing for a Majors team) or from a division below (i.e. a Majors player playing for a Juniors team)
  - c. Substitutes must play in the outfield and bat last in the batting order. Substitutes are not allowed to pitch or catch.
  - d. The use of illegal substitutes will result in a forfeit of the game where the illegal substitute was used. Further use of illegal substitutes will result in disciplinary action of the Manager or Coach by the Board of Directors.
7. Players in this league must use a bat that is Compliant with the Babe Ruth Rule 1.10
- a. Tee Ball players must use a bat with the USA bat stamp and must say tee ball on the barrel or “only for use with approved tee balls.”
  - b. Rookies, Minors, and Majors divisions must use a bat with the USA bat stamp. All drop sizes are allowed.
  - c. Juniors Division may use a bat with the USA or BBCOR .50 stamp. All drop sizes are allowed with USA bats, but a drop 5 or 8 is recommended for this division. Only drop 3 is allowed with BBCOR bats.
  - d. Wood bats may be used in all divisions but must conform to Babe Ruth Rule 1.10.
  - e. Use of an illegal bat in a game is subject to penalty under Babe Ruth rule 1.10.
8. Game Inning/Time Limits and Run Rules:
- a. Inning/Time limits for each division will be as follows:
    - i Tee Ball: 6 innings or 1 hour
    - ii Rookies: 6 innings or 1 hour 30 minutes
    - iii Minors: 6 innings or 1 hour 30 minutes
    - iv Majors: 6 innings or 1 hour 45 minutes
    - v Juniors: 7 innings or 1 hour 45 minutes
    - vi Seniors: 7 innings or 1 hour 45 minutes

b. During the school year a “drop dead” time limit will be implemented. Play will stop immediately when the time limit has been reached. The score will be reverted back to the last full inning.

c. Games that are cancelled due to weather before they reach either the innings or time to be a complete game will be rescheduled and replayed as new games.

d. Run Rules:

i Tee Ball: No run limit. All players in the line-up will bat regardless of number of runs or outs.

ii Rookies: 5 run limit per half inning. Sides switch at run limit or 3 outs.

iii Minors and Majors: 6 run limit per half inning. Sides switch at run limit or 3 outs.

iv Juniors and Seniors: No run limit. Defense must get 3 outs to switch

#### MERCY RULES:

In Minors and Majors if one team is ahead by fifteen runs at the end of 3 innings (2 ½ if home team is ahead) or ten runs at the end of 4 (3 ½innings if home team is ahead) the game will be declared regulation and end.

In Juniors if one team is ahead by 10 runs at the end of 5 innings (4 ½ if home team is ahead) the game will be declared regulation and end.

9. An end of season tournament will be played for Minors, Majors, Juniors, and Seniors Divisions.

#### PROTESTS

1. If, when an alleged rule violation occurs and cannot be settled at that time, the manager protesting must inform the umpire that he will finish the game under protest. The Scorekeeper must also be informed of the protest and officially record it in the official scorebook showing the exact point in the game where the protest occurred.
2. The protesting manager shall submit all protests in any written form, and protests shall contain a summary of the circumstances surrounding the protest and the rule violation by number to the Umpire-in-Chief. The written protest shall also be provided to the secretary.

The protesting manager shall be allowed until 10:00 PM the night following the alleged violation to submit the protest in writing.

3. The Umpire-in-Chief in consultation with the Board of Directors will verify the validity of the rule, not interpretation, at the time the protest is received. If the Umpire-in-Chief in consultation with the Board of Directors determines that the rule upon which the protest is based is valid, he shall present the protest to the board of Directors and shall provide advice to the Board of Directors.
4. All protests shall be decided by the Board of Directors and will be decided by majority vote.
5. All protests shall be ruled upon within 72 hours from receipt of the protest.
6. All protests and decisions shall be recorded and published to the league by the league Secretary. All protest decisions are final and are not appealable.

#### FORFEITURES

1. Any Minors, Majors, Juniors, or Seniors division team failing to field at least eight uniformed players 15 minutes after game start time has been established shall forfeit the game.
2. Playing an ineligible player shall result in forfeiture of any games in which the player ineligibly participated, if proof is shown by any of the league managers, official coaches, or officers to the umpire. If necessary, refer to protest rules.
3. Playing an ineligible pitcher shall result in forfeiture of any games in which the pitcher ineligibly participated, if proof is shown by any of the league managers, official coaches, or officers to the umpire. If necessary, refer to protest rules.

#### SCOREKEEPERS

1. The official Scorekeeper shall record pitches, hits, runs, strikeouts, bases on balls, times at bat, official game time, and if the game is delayed, the reason for the delay.
2. If any game is delayed longer than 10 minutes for reasons including weather or injury, time will be added on to the end of the game.
3. GameChanger or a paper score book are the accepted forms of scorekeeping. Both teams are required to keep score. The official score will be recorded from the home team.

4. Scorekeepers should meet with each other at the end of the game to verify score.

**Pitch Counts**

Pitch counts for Minors, Majors, Juniors, and Seniors Divisions are as follows:

Age Division	Daily Max (Pitches in a Day)	Rest Period		
		0 Days	1 Day	2 Days
8-9-10	75	1-40	41-65	66+
11-12	85	1-40	41-65	66+
13-16	95	1-45	46-75	76+
16-18	105	1-45	46-75	76+

A pitcher that starts a batter before reaching one of the pitching limits will be allowed to finish the batter before being removed.

A pitcher will become an illegal pitcher when they have exceeded their pitch count limits and require one or more days of rest. If an illegal pitcher is used during the prescribed days of rest the game the illegal pitcher is used will result in a forfeiture.

**Pitcher-to-Catcher Rule**

Babe Ruth Baseball (Juniors/Seniors): If a player throws 46 or more pitches in a game, they are not allowed to play the position of catcher for the remainder of that day. If a player catches in 4 or more innings, they cannot pitch for the rest of the day.

Cal Ripken Baseball (Minors/Majors): If a player throws 41 or more pitches, they cannot catch for the rest of the day. Additionally, if a player catches 66 or more pitches in a day, they are ineligible to pitch for the rest of the day.

**Uniforms**

Will be worn as per rule 1.11 of the Babe Ruth Official Rule book. The league will interpret the provision in 1.11 (a) (1) that says all players on a team will wear uniforms identical in color, trim and style, to mean: (i) that a player’s cap should be the one issued by the league. (ii) baseball pants that are provided by the team or player (no team or player may choose to deviate what is

usual and customarily known as baseball pants – shorts are not pants), and (iii) cleats (except cleats with spikes, as would be used in Golf or track).

- a. Should a player lose or otherwise not have the cap issued by the league for the current season, they may find a suitable substitute.
- b. Players who also play for a separate organization (Valor, Crush, etc.) are not allowed to wear their uniform while playing CYB games. They must wear their CYB issued uniform
- c. Uniforms must be visible. If a player is wearing a sweatshirt or jacket, the uniform should be worn over top of the sweatshirt or jacket. In the event of cold weather, a heavy coat may be allowed to be worn over the uniform.
- d. Any player not in uniform or not complying with the uniform rules will be benched until he or she complies with the required standards of the uniform.

# Division Specific Rules

## **T-BALL (Ages 4–6)**

**\*\*COACHES ARE RESPONSIBLE FOR GETTING BATTING TEE AND BENCHES FROM THE SHED FOR GAMES. TEAMS WHO PLAY THE LAST GAME OF THE NIGHT ARE RESPONSIBLE TO PUT BENCHES AND TEE BACK IN THE SHED. \*\***

- 3–4 innings (league option)
- 60 minute time limit
- No official score

### **Batting**

- Hit off a tee only
- The entire roster bats each inning. The last batter in the lineup after hitting the ball must continue to circle the bases until reaching home to complete the half inning.
- No walks or strikeouts
- No bunting
- Coach may assist with tee adjustment to ensure such a height that the player will be able to swing level
- Batting helmets must be worn while at bat and as baserunners
- If a batter hits part of the ball and the rubber of the tee, it is considered a fair ball. If the batter hits all rubber of the tee the ball is considered foul.

### **Base Running**

- 50-foot base paths
- No leading off or stealing

- One base at a time
- Coaches allowed on field for instruction

### **Fielding**

- All players will be placed in the field defensively
- All players will rotate through defensive positions to ensure equal playing time and opportunity to participate.
- Coaches may be stationed in the field beyond infielders in order to provide instruction to all defensive players.

## **Machine Pitch (Rookie) Division (Ages 7-8)**

**\*\*COACHES ARE RESPONSIBLE FOR GETTING MACHINES FOR THEIR GAMES AND PRACTICES. COACHES ARE ALSO RESPONSIBLE TO PUT AWAY MACHINES IF YOU ARE THE LAST TEAM TO PRACTICE OR PLAY\*\***

- **Game time: one hour and 30 minutes or six (6) innings**, whichever comes first.
- No new inning may start after **1 hour and 15 minutes**

### **Scoring:**

- **Run Limit:** A maximum of **5 runs** per inning.
- **Games can end in a tie**

### **Fielding:**

- A fourth outfielder and fifth infielder will be placed in the field defensively - a player placed on either side of the pitching machine assuming the defensive position of the pitcher. This now means 11 players have been placed in the field defensively. Any extra players will be rotated in. With each new inning the team Manager must rotate the extra players in the field, and a different player is not on the field defensively for the next half inning. No player is permitted to sit on the bench more than once.
- **Defensive Pitchers:** The pitchers must stand with one or both feet on the "dirt circle" or behind the machine's rear legs until the ball is released.

### **Batting:**

- **Pitching Machine Set** at **46 feet** from the back point of home plate.
- **Speed Recommended: 40–43 MPH**
- **Pitches per Batter** Maximum of **5 pitches**
- **All players will be placed in the batting order (and will bat in order)**
- **Dead Ball Rule** If a batted ball hits the machine or the coach-operator, it is a dead ball. The batter is awarded 1st base and runners advance only if forced.
- **Foul Ball Rule** If the batter fouls the final pitch, they continue the at-bat until they put the ball in play or strike out swinging.
- **Bunting** is allowed, no slash bunting (faking a bunt then full swing)

### **Baserunning:**

- **Stealing:** Strictly prohibited. Runners cannot leave the base until the ball is hit.
- **Lead offs** are not allowed and running on overthrows are not allowed.
- **Play continues until the ball has reached infield. Then all running stops at the nearest base. (The runner must be more than halfway to the next base or he goes back to the last base touched.)**
- **Base coaches are not allowed to touch the baserunners to help them advance or stay on base**
- **NO head first slides.**

### Minors Division (Ages 9-10)

- **Time Limit:** 1:30 (No new inning starts with 5 min left).
- **Max Innings:** 6 innings.
- **Drop Dead:** All games are "drop dead" (stop immediately) during the school year. If a full inning has not been played before drop dead, the score will revert to the last full inning.
- **Pitching Distance:** 46/60.
- **Gameplay:** No Infield Fly, No Balks, No Dropped 3rd Strike.

### Scoring:

- **Scorekeeping:** BOTH teams must keep score.
- **Mercy Rule:** 15 runs at the end of 2 ½ or 3 innings; 10 runs after 3 ½ or 4 innings.
- **Run Rule:** Max 6 runs per inning
- **Unlimited last (6th inning)**

### Batting:

- **Continuous batting order:** All players on the team bat. No substitutions. Batters must bat in order. If batting occurs out of order an out will be recorded.
- **Bunting:** Allowed in all divisions. **NO slash bunting** (fake bunt then swing). 1st offense is a warning; 2nd offense is an automatic out.

### Baserunning:

- No lead-offs. Runners wait for the ball to cross the plate to steal.
- **NO HEAD FIRST SLIDES.** First offense will be a warning. Second offense and beyond will result in an out. Players can dive head first back to base in an attempted pick-off.

### Pitch Counts (Ages 9-10):

Days Rest	0 Days Rest	1 Day Rest	2 Days Rest
Daily Max: 75 pitches	1-40 pitches	41-65 pitches	66+ pitches

**Ignorance of the rules is not an excuse for non-compliance. Any instance of cheating or the use of ineligible pitchers/players will result in an automatic forfeit. Play fair and respect the game.**

## Majors (Ages 11-12)

- **Game Length:** 6 Innings max.
- **Time Limit:** 1 hour 45 minutes (No new inning with 5 mins left).
- **Drop Dead:** All games are "drop dead" (stop immediately) during the school year. If a full inning has not been played before drop dead, the score will revert to the last full inning.
- **Pitching Distance:** 50/70.

### Scoring:

- **Scorekeeping:** BOTH teams must keep score.
- **Run Rule:** Max 6 runs per inning
- **Unlimited Last (6th inning)**
- **Mercy Rule:** 15 runs at the end of 2 ½ or 3 innings; 10 runs after 3 ½ or 4 innings.

### Batting:

- **Continuous batting order:** All players on the team bat. No substitutions. Batters must bat in order. If batting occurs out of order an out will be recorded.
- **Bunting:** Allowed in all divisions. **NO slash bunting** (fake bunt then swing). 1st offense is a warning; 2nd offense is an automatic out.

### Baserunning:

- Lead-offs and Steals are **allowed**.
- **NO HEAD FIRST SLIDES.** First offense will be a warning. Second offense and beyond will result in an out. Players can dive head first back to base in an attempted pick-off.

### Technical Rules:

- **Yes** Dropped 3rd Strike.

- **Yes** Infield Fly Rule.
- **Yes** Balks

**Pitch Counts (Ages 11-12):**

Days Rest	0 Days Rest	1 Day Rest	2 Days Rest
Daily Max: 85 pitches	1-40 pitches	41-65 pitches	66+ pitches

**Ignorance of the rules is not an excuse for non-compliance. Any instance of cheating or the use of ineligible pitchers/players will result in an automatic forfeit. Play fair and respect the game.**

## Juniors (Ages 13-16)

- **Game Length:** 7 Innings max.
- **Time Limit:** 1 hour 45 minutes (No new inning with 5 mins left).
- **Drop Dead:** All games are "drop dead" (stop immediately) during the school year. If a full inning has not been played before drop dead, the score will revert to the last full inning.
- **Pitching Distance:** 60/90.

### Scoring:

- **Scorekeeping:** **BOTH** teams must keep score.
- **Run Rule:** Scoring is **OPEN** (no per-inning limit).
- **Mercy Rule:** 10 runs after 4 ½ or 5 innings.

### Batting:

- **Continuous batting order:** All players on the team bat. No substitutions. Batters must bat in order. If batting occurs out of order an out will be recorded.
- **Bunting:** Allowed in all divisions. **NO slash bunting** (fake bunt then swing). 1st offense is a warning; 2nd offense is an automatic out.

### Baserunning:

- Lead-offs and Steals are **allowed**.
- Head first slides are **allowed**.

### Technical Rules:

- **Yes** Infield Fly Rule.
- **Yes** Balks.
- **Yes** Dropped 3rd Strike.

**Pitch Counts (ages 13-16):**

Days Rest	0 Days Rest	1 Day Rest	2 Days Rest
Daily Max: 95 pitches	1-45 pitches	46-75 pitches	76+ pitches

**Ignorance of the rules is not an excuse for non-compliance. Any instance of cheating or the use of ineligible pitchers/players will result in an automatic forfeit. Play fair and respect the game.**