

# CPYL Spring 2020 Baseball League Structure and Rules



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## CPYL

Cedar Park Youth League (CPYL) is a non-profit organization run by volunteers that has been providing youth in the Cedar Park area an opportunity to play softball and baseball at a variety of skill levels since 1974. The league handles boys and girls ages 4 –18 (league age 4-18) and provides both baseball and softball. The league has two seasons, Fall Ball, Spring Ball and All-Stars (held following the Spring Season).

**League Age:** A player's league age is determined by how old they will be on a specific date.  
**Baseball league age** is based on the player's age as of April 30, 2020.

### **Seasons / Games**

The league plays two seasons, Fall Ball and Spring Ball. The Fall Season plays 8 or more games from September – October; teams usually have 2-3 outings per week including 1 game per week. The Spring Season plays 12 or more games March-May; teams usually have 3-4 outings per week including 1 or 2 games per week. The Spring Season is followed up with post-season All-Stars for recreation baseball (Centex Tournament), Select Tournaments for National League and Select teams who have qualified. 4-year old teams will play a 6-8 game schedule and will meet no more than three times a week (games and practices).

Games are played throughout the week and weekends; Fall Ball is played primarily on weeknights with some Saturday inter-league games across most leagues. Sunday's are typically non-play days but have been used in the past for rain make-ups, tournaments, and occasionally scheduled games. There are typically two games played per night on each of the fields; games start no earlier than 6:00 PM. Depending on the age group the second game will start at 7:15, 7:30, 7:45 or 8:00.

### **Park Regulations**

The Board of Directors will not tolerate abusive language, use of drugs, alcoholic beverages or tobacco and e-cig/vaporizer use within the facilities of CPYL. The use of profanity, loss of temper or abuse of equipment will NOT be tolerated and will be grounds for immediate removal from the game by an umpire or league official. If required the Cedar Park Police Department will be contacted to aid in enforcement of all laws and city ordinances pertaining to governing the use of drugs, consumption of alcoholic beverages, tobacco or e-cig/vaporizer use, or violating the "NO TOLERANCE POLICY" on park premises and practice fields. The "NO TOLERANCE POLICY" is in effect at all times. All visitors to CPYL facilities must adhere to all posted signs and comply with any requests from the board member on duty.

A coach, player, substitute, attendant or other bench personnel shall not: Use tobacco or tobacco-like products including e-cigs/vaporizers within the confines of the field. **PENALTY:** The umpire or league official shall give the offender one warning. Failure to comply with the warning shall result in ejection of the offender from the game. Failure to comply with the ejection shall result in the game being forfeited by the offender's team and potential additional consequences as determined by the CPYL Baseball Committee or Board of Directors.

**No pets are allowed on the CPYL park premises regardless of size.**

### **Field Maintenance**

CPYL has contracted an organization to maintain all CPYL fields. It is very important the fields are maintained correctly and this organization has been properly trained. We kindly request all teams leave field maintenance to the resource(s) assigned. In certain situations, CPYL may ask teams to help with field preparation but the request will be explicitly made by a commissioner.

## ***Sportsmanship***

The purpose of CPYL is to help boys and girls to become good, decent citizens. It strives to inspire them with a goal and enrich their lives toward the day when they must take their place in society. It establishes for them the fundamentals of teamwork and play. The Board of Directors will look with utmost disfavor upon such activities by managers and coaches as instructing unsportsmanlike like behavior, players using negative “cheers” regarding their opponents and other activities that would be considered unsportsmanlike like. The principles of CPYL Baseball involve much more than just winning, and the Board expects those principles to be adhered to by all managers, coaches, players and parents at all times.

## ***CPYL Badge Policy and Enforcement***

CPYL believes that the safety of your children is paramount. The badge policy was created to ensure that any coach or parent participating in the game has had a thorough background check (Criminal and Sex Offender databases).

Any Manager, Coach or parent who may enter the dugout or field must obtain a CPYL badge with a photograph. The badges will be displayed or readily available during all games (Except for paid tournaments.) Any person wishing to give private lessons at the CPYL facility must also obtain a badge.

In order to obtain a badge, an on-line application must be completed on the CPYL.org website so that a background check can be performed. Managers will then be required to attend a pre-season meeting to cover the No Tolerance Policy/League Rules. If a badge is lost, they will be required to obtain a temporary badge each game and attend the next available pre-season meeting in order to obtain a new one.

Managers are responsible for having all coaches and parents sign/understand the No Tolerance Policy before the first regular season game.

Board Members on Duty (BMOD) will conduct periodic checks during games to ensure compliance with the CPYL badge policy.

If a BMOD requests to see a badge and it is not provided, that Manager, coach or parent must leave the field until their badge or a temporary badge is obtained. Refusal to do so will result in a 1 game suspension.

Temporary badges will be made available at the old concession stand but only signed out by the BMOD. A Driver's License will be required in order to obtain a temporary badge.

## ***Registration and Uniforms***

Fall Ball registration begins in early June/July; Spring Ball registration begins in early November/December. Players and coaches receive a team shirt and cap as part of the registration fee. Teams typically then coordinate purchasing matching pants or shorts, belts and socks. Information concerning registration can be found on the web page: [www.cpyl.org](http://www.cpyl.org).

Children must be registered in our league to be covered by our league insurance. This insurance will carry over to any league approved tournaments outside our facility (to cover players participating in Centex All Star tournament and to cover our Select teams that travel to other are parks for games/tournaments).

## ***What Players Need***

Players need to have their own batting helmet, bat, and glove. It is also recommended that players have rubber cleats (metal cleats are ok for ages 13 & up in baseball), and baseball pants. Most players carry their gear in a bat bag. **8U/10U/12U/14U** - Protective cups are required for all **male** catchers and recommended for all players.

## ***Team Duties***

It is the manager's responsibility to get team parents to fulfill team duties such as concession duty. If these duties are not covered, the manager will be reported to the commissioner and will face disciplinary action, i.e. Manager being suspended for one game and the team forfeiting their next game. The Board of Directors looks to all parents and players to take an active role in maintaining and supporting the league and the facilities. Players must clean-up dugouts after all games and practices. Managers must make sure all equipment is returned to storage sheds following their games and practices.

## ***Cancelled and Suspended Games***

Any cancelled or suspended game will be rescheduled as soon as possible. Information concerning rescheduled games will be found on the web page: [www.cpyl.org](http://www.cpyl.org). Talk to your commissioner if you have questions. Rainouts will be determined by the Board Member on Duty (BMOD) and posted on the web site by 5:00 PM on weeknights and 9:00 AM on weekends. Though every effort will be made to make up rainouts, **it is possible that some games may not be made up due to logistical constraints**.

In all divisions, if a game is called for any reason during play, it is considered a completed game if four (4) innings have been completed or if the home team is ahead after 3 1/2 innings have been completed. If the game is called before four (4) innings are completed and the home team is trailing, the game will be considered suspended and will resume at the next available date. This game will continue from the last completed half inning. The score will resume from the last completed half inning. Any runs scored in the half inning when the game is called will not count.

If a game is called before the start of the third inning, the game will be rescheduled as a makeup game and will start over.

## ***Lightning Protocol***

We recommend you monitor the weather prior to your practices, whether they are at our facility or not. As practice time can be hectic, we recommend you ask a team parent to monitor the weather for you and inform you of approaching weather. Inclement weather can show up out of nowhere. If lightning is observed you need to immediately clear the field and take shelter and you should not return until all indications are clear that lightning has left the 10 mile safety area.

If lightning occurs during games, whether visually observed or detected via device within 10

miles, the Board Member on Duty may communicate with the field umpires to suspend play. Umpires may choose to suspend play at any time prior to receiving direction from a Board Member on Duty. Once fields are cleared due to lightning, they will remain closed for at least 20 minutes and games may not begin until the Board Member on Duty has notified the umpires that play may resume.

Please remember to error on the side of caution with lightning.

### ***Infield Practices***

Infield practice will consist of 10 minutes, if time allows, prior to the beginning of each game; 5 minutes for each team. The visiting team will be allowed to take infield practice first followed by the home team. Infield practice is a privilege and may be revoked or shortened at the umpire's discretion due to field conditions and time constraints.

### ***Batting Cages***

Batting cages are assigned to the visiting team 1 hour prior to game start time for 25 minutes and the home team immediately thereafter (35 minutes prior to start time) for 25 minutes. There are double cages located outside the outfield fence of Ebbets and Wrigley fields. These cages closest to the 8U fields are the priority of the teams playing on those fields and will be assigned according to the previously stated time guidelines. The cages on the outside (furthest from the fields) will continue to be on a first come first served basis. In addition, softball has priority on the cages between the Diamond and Wrigley fields.

NOTE: It is a REQUIREMENT that any child under the age of 18 MUST wear a batting helmet AT ALL TIMES while in the batting cage; this includes any kids who may be pitching BP (even if they are standing behind a protective screen).

Also, please do NOT allow players to take 'practice swings' outside the cage. There are many kids walking around the cages during game times. This is the responsibility of the coach to enforce.

### ***Umpires***

The league provides paid umpires for games at all levels except 4 year olds. Umpires are in full charge of the game and are entitled to respect at all times from managers, coaches, players, parents and visitors. Any disorderly conduct from a manager, coach, player, parent or visitor that results in an ejection must adhere to the umpire's judgment for the ejection. Any person ejected must leave the park immediately. Failure to do so will result in the local police being contacted to have the person escorted out of the facility. If an umpire ejects a manager or a coach, they may not be eligible to participate in future games. The Board of Directors may suspend any person who verbally or physically contacts an umpire or league official in an abusive fashion from attendance in future games (refer to the CPYL No Tolerance policy).

### ***Practices***

Team practices may not be held unless two adults are present. Practice times and number are up to the team manager and players. Managers are encouraged to have 3-4 outings per week including games during the spring and 2-3 outings in the fall. There are a number of practice fields in the area but please work with the local organization who maintains the field you would like to practice on for proper permissions. Practice time at CPYL on game fields must be scheduled through the commissioners. Practice time on game fields is very limited. 4 year old teams are limited to three outings per week.

## ***Player Selection***

Player selection is completed through a “Draft System”. For baseball, players wanting to play at the National League level must participate in the skill assessment or be on a team protection list. The Baseball Operations Committee may increase the number of players on teams to accommodate unexpected applications or the lack of managers. No player is allowed to play on 2 CPYL sponsored teams at the same time (temporary substitutions may be allowed by authorization of the league commissioner or tournament director). Players are allowed to play in occasional tournaments with other CPYL teams. Select teams should be picked prior to the league draft.

## ***Roster changes / Player Trades***

Once the draft has been completed player trades can be made. This is typically done within one hour after the draft has been completed. The Baseball Commissioner must approve the trade and update the roster sheet. A final roster will need to be submitted to each commissioner by the designated date which will be final for the season. Trades will not be allowed across the National and American League divisions except by special permission from the VP of Baseball Operations. In the event that a player is lost for the season to an injury, it is up to each respective committee to approve any additions to the roster. **BORROWED PLAYER:** During the Regular Season and EOS Playoffs – Teams with missing players can borrow CPYL registered players within the same Division or below (lower Age Group or lower Division). The borrowed player must bat last and play Outfield. The maximum number of borrowed players is three and the borrowing team cannot have any players on the Bench (6U/8U ten fielders/zero Bench, 10U/12U/14U nine fielders/zero Bench).

## ***Bat Rule***

- All bats for age divisions 14U and younger must be permanently stamped with the USSSA 1.15 BPF, USA Bat, or BBCOR.50 Certified Mark or made of wood and manufactured by a licensed USSSA manufacturer.
- 14U must use a drop 8 (-8) or less bat.
- All bats must be commercially manufactured for baseball play. Bats altered after manufacture to reduce or add weight will not be allowed. It is the manager’s responsibility to ensure compliance with this rule.
- If a ball is put in play with an illegal bat, the result of the play will be a dead ball and the batter is out.

## ***Score Cards***

Umpires will have scorecards to record scores, pitching and make other notes on the games and on the teams. Coaches will be asked to fill out comment cards on umpires so we can make sure they are doing a good job. Coaches from both teams should capture a photo of the scorecard and either text or email their commissioner.

## **Baseball Structure & Rules**

The baseball league is comprised of divisions; American, National & Select for 7U and up that allow players ages 4 – 14 to play at a skill level that helps them to be successful. The National Division can host up to 70% of the teams, the American Division hosts the remainder (30% or more). Each season there are some modifications to team classifications based on the number of players enrolled in the league. In the event that there are enough teams signed up in the NL division, it will be split into age specific groups. The Baseball Committee at its discretion may increase or decrease the number of teams at each division.

**American 4–14 year olds** - This level of play encompasses the recreational players and players new to the game. Players are grouped into mixed age group levels, 13 & 14, 11 & 12, 9 & 10, 7 & 8 (Coach Pitch), 5 & 6 (T-Ball) and 4 year olds (T-Ball). League games are played against other CPYL American League teams. The older teams, 11 & up, typically interlock with other leagues. Post-season play for selected players is the Centex All-Stars Division II. 4 year olds may only play in the Fall season if they will turn 5 years of age on or before April 30 of the following year.

**National 5-14 year olds** - This level is the more competitive league level for players age 5-14. Players are grouped into mixed age group levels, 13 & 14, 11 & 12, 9 & 10, 7 & 8 (Coach Pitch), and 5 & 6 (T-Ball). Players show above average skills in their age group. Managers are encouraged to select the best players in the age group. These teams play league games against other CPYL National League teams throughout the season and occasionally inter-lock with other local leagues for a couple of games. Post-season play will be Centex All Stars or at the teams expense Select tournaments. National League Manager's must be a parent of a registered child/player on the team being managed. Paid coaches are not allowed and if discovered face disciplinary actions. A non-parent manager may submit a request in writing to the commissioner of the age group applying to manage in. The request will be reviewed for decision by the Baseball Committee which may include an in person interview. The Baseball Committee does not have the authority to allow select managers or paid coaches the opportunity to coach a NL team.

**Select (Ages 8 & up)** – This is for the most competitive players, typically involves traveling to other areas of the State or Country to play tournaments on weekends. Teams are usually age specific, i.e. 9U, meaning 9 and under. Travel, tournament costs and other expenses associated with “Select” baseball are not included in the player's registration fee; these are the responsibility of the player and the team. These teams are handpicked by the Select Managers.

***League Age Structure Summary: League age based on player's age as of April 30 of the current league year (spring – current calendar year, or fall – following calendar year)***

League	Birth Date *	Division	Division	Division
T-Ball (4 Year olds)	May 1, 2015 – Apr 30, 2017	American		
T-Ball (5 & 6 combined)	May 1, 2013 – Apr 30, 2015	American	National	
Coach Pitch (7 & 8 combined)	May 1, 2011 – Apr 30, 2013	American	National	Select
Kid Pitch (9 & 10 combined)	May 1, 2009 – Apr 30, 2011	American	National	Select
11 & 12 year olds	May 1, 2007 – Apr 30, 2009	American	National	Select
13 & 14 year Olds	May 1, 2005 – Apr 30, 2007	American	National	Select

- Players may not play outside their designated age groups except as noted below.
- Some age levels may not split divisions; it depends on the number of players registered.

***Rules and Regulations***

All leagues shall abide by the rules and regulations set forth by *the National Federation of High School Baseball*. Special rules and exceptions also may be established for the leagues sponsored by Cedar Park Youth League and adopted by its Board of Directors.

Included in this document are the baseball rules and regulations that have been modified by the Board of Directors. These are the special rules and exceptions that have been established for the baseball league at CPYL. The Board of Directors or Baseball Committee may publish any



additional ground rules for all leagues at the beginning of each season. The Board of Directors and the Baseball Committees reserve the right to add or change rules during the year for the betterment and/or safety of the program. During inter-league play, inter-league rules if provided will supersede local rules; otherwise local rules are in effect.

## ***Player Protections***

Managers will be allowed to protect the following number of players (refer to the chart below). Player Protection forms for the National League must be submitted to the age specific League Commissioner complete with parent signatures on the scheduled due date. Player protection forms for the American League, with signatures from the parents, must be submitted to the age specific league Commissioner prior to the scheduled skills assessment. Forms turned in after the start of skill assessments will not be accepted. Select teams should submit their entire roster to the Baseball Commissioners prior to the skill assessment to make sure their players are not included in the draft. All players must be signed up with the league for insurance purposes. Sibling rule: If a coach is protecting one sibling (Example: twin or older brother) then any sibling also playing in that same league must also be protected by the coach. Unless specified by the parents for them to not play on the same team.

<b><i>League</i></b>	<b><i># Of Players per team</i></b>	<b><i>Fall Season</i></b>		<b><i>Spring Season</i></b>	
		<b><i>American</i></b>	<b><i>National</i></b>	<b><i>American</i></b>	<b><i>National</i></b>
4 (T-Ball)	10-13			4	
5 & 6 (T-Ball)	10-13	4	Min 4 max 6*	4	Min 4 Max 6*
7 & 8 (Coach Pitch)	10-13	6	Min 9 max 10*	6	Min 9 Max 10*
9 & 10 (Kid Pitch)	10-12	6	Min 9 max 10*	6	Min 9 Max 10*
11 & 12 Year Olds	10-12	6	Min 9 Max 10*	6	Min 9 Max 10*
13 & 14 Year Olds	10-12	6	Min 9 Max 10*	6	Min 9 Max 10*
Select Teams	Pick entire team and determine the number of players to carry				

- NL teams MUST draft at least 1 player.
- \*Due to the number of players in 11 & up leagues in the Fall season only 1 division may be used. In the event where two divisions are used the National level shall follow the spring season protection rules. Tee ball may also default to only (1) division in the fall contingent upon number of registrations.

## ***Skill Assessments***

Skill assessments will be held each season for all leagues except 4U on a date specified by the Board. All players are encouraged to participate for the benefit of themselves and the league. Players wishing to play on a competitive National League team that is not on a Managers protection list must participate in the skill assessment (this does not guarantee the player will make a National League team). If a player does not attend skills assessment he/she will be assigned to an American League team. Players listed on a protection list should not participate in the skill assessment. Player's will be given an opportunity to hit, run, field, throw and catch.

## ***Drafting Teams***

- Managers will be provided a list of eligible players for the skill assessment.

- The draft will be a snake draft (first to last then last to first) starting in the first open round, unless otherwise listed below.
- National League teams will draft any unfilled spots prior to American League draft.
- Team selection order will be based on pulling a number from a hat, or other randomized process. The last team to pick will get first choice on team name and/or team color (unless another order of selection has been defined by Commissioner and VP Baseball).
- Only 2 representatives (manager and coach) from each team may participate in the draft.
- Each team will be given 1 minute to make a selection.
- Managers should announce the players "draft" number and name when making their selection.
- All teams must provide a minimum of 2 volunteers during field day, they must also provide 2 volunteers during skills assessment day. Failure to comply could result in disciplinary actions.
- There are no blind picks allowed for any division of any age.
- In the event an age group league is comprised of a single/merged division, American League draft rules will apply.

### ***National League Teams***

- A snake draft format will be used beginning in the round after the max # of protects (round 7 for 6U, 11 for 7-14U), starting with the manager who drew the first pick.
- ALL divisions: missing protection slots will be filled after the final round. This will be in the snake draft order starting with the team with the least number of protects going into the draft
- NL Managers will only be able to draft from players that attended skills assessment. Players that did not attend Skills Assessment will be placed in the American League. See Roster Changes / Player Trades above for additional details.
- Must Draft at least 1 player.

### ***American League Teams***

- For all American League teams, or when a single division is formed (no AL/NL division), the draft process will be adjusted to first allow any team with less than 6 protects to draft players to achieve a roster of 6 players prior to proceeding with the standard snake draft.
- Teams with less than 6 protects will perform a modified draft in order starting with the lowest to highest number of protects, with the team(s) with fewest protects drafting until their roster equals the number of protects of the team(s) immediately following in ascending order, and will continue this process until all teams reach a total of 6 players.

#### **EXAMPLE:**

Scenario - 6 teams with protect counts as below:

- Manager A: 1 protect
- Manager B: 2 protects
- Manager C: 3 protects
- Manager D: 5 protects
- Manager E: 6 protects
- Manager F: 6 protects

Draft Process:

1. Manager A - draft 2 (3)
2. Manager B - draft 1 (3)
3. Manager C - draft 1 (4)
4. Manager B - draft 1 (4)
5. Manager A - draft 1 (4)
6. Manager A - draft 1 (5)

7. Manager B - draft 1 (5)
  8. Manager C - draft 1 (5)
  9. Manager D - draft 1 (6)
  10. Manager C - draft 1 (6)
  11. Manager B - draft 1 (6)
  12. Manager A - draft 1 (6)
- Move to standard snake draft
- Once all teams have 6 players on their roster, the normal snake draft process below will be performed to draft remaining players.
  - Once all kids who attended skills assessment have been drafted the remaining kids are assigned to the coaches in the snake draft order starting at the top of the numeric list (from oldest to youngest.)
  - The managers have 1 hour to make any trades and must turn in their final roster by the deadline or they automatically the roster they have and no changes can be made.
  - Players that register after the draft in the 5-12U groups will be added to the next team slated to pick a player.
  - 13-14U teams with fewer than 12 players may add additional players (subject to commissioner approval) until the cutoff date for rosters.
  - The Baseball Commissioner may request personnel changes prior to the start of league play if it is in the best interest of the player and the league.
  - Managers are encouraged to honor player requests, especially in the Fall

### ***End of Season Playoffs (EOS)***

- EOS Playoffs are a double elimination tournament (unless there is a need to shorten due to time constraints). Seeding for the Playoffs will be determined by the regular season standings.
- The higher seed is the Home team. The Home team for the Championship game will be the team that comes out of the winner's bracket (seeding does not matter).
- All regular season rotation and pitch count rules are in effect. Failure to follow the regular season rules will result in forfeit of game.
- Regular season time limits apply to the Championship game unless extra innings are needed.

### ***Post Season Play***

Post-season play is only applicable in the Spring Season. Prior to the end of the Spring Season (or immediately following for 11-14U teams), All-Star teams will be formed for the American and National Leagues (if enough players sign up) for all age levels to participate in the local Centex Tournament that usually plays the first four weekends in June. The total number of teams will be based on the number of teams in each league and the number of players that express interest in playing All-Stars. All expenses for All-Stars are paid for by the players and usually includes uniform and team registration fee into the Centex Tournament. Some teams also purchase bat bags and matching helmets. Players can expect to pay roughly \$120 or more to participate in post-season play depending on how extravagant the team gets with equipment and uniforms.

Players will be selected onto All-Star teams in a voting process by the managers of each of the teams in the league. Players will declare themselves eligible in late April, which confirms to the league that they will be available to play baseball during the month of June and that they understand that the player pays all expenses for All-Stars. In some instances, eligible players will be asked to "try-out" to help managers better assess the player's talent level.

All post season play is optional and is not covered by the league registration fees.

### **4 Year Old League**

The 4-year-old league is designed to give the youngest players an opportunity to get a feel for the game. Teams will play a 6-8 game schedule, primarily on Saturdays. Scores will not be kept, however runs will be tracked to know when to switch sides. The team managers/coaches will act as umpires. There is no intent for this to be competitive; it is merely designed to give these young players some exposure to the game. Players will receive uniforms and trophies similar to the rest of the league. There will be no exception to the league age rule. Please see [League Age Structure](#) above for requirements. Incrediballs will be used for games.

A 4 year old who will turn age 5 on or before April 30 of the current league year (fall – following calendar year; spring – current calendar year) is considered 6U. Players whose birth dates fall outside the published range for the 6U league are permitted to play only in the spring 4U league. For safety reasons, no play-up into the 6U league will be permitted during the fall season.

### **4-14U Baseball Committee**

Name	Age Group Representation
Jason Newton	VP of Baseball Operations
Jonathan Rosales	4U Commissioner / 6U Asst. Commissioner
Frank McGoldrick	6U Commissioner
	6U League Advocate
Eli Roberts	8U Commissioner
	8U Asst. Commissioner
	8U League Advocate
Tom Robbins	10U Commissioner
	10U Asst. Commissioner
	10U League Advocate
Tim Tobias	12U Commissioner
	12U Asst. Commissioner
	12U League Advocate
Dena Lange	14U/18U Commissioner
	14U League Advocate
OPEN	Tournament Director
Scott Sandusky	Select Commissioner
Larry Phillips	Master Scheduler

### **Field Dimensions**

Division	Base Distance	Pitching Distance	Home – 2 <sup>nd</sup> Dist	Playing Time	Innings
4 U	50'	NA	70'8"	55 minutes	6
5 & 6	55'	NA	70'8"	1 Hour	6
7 & 8	60'	40'	84'10"	1 Hour & 15 minutes	6
9 & 10	65'	46'	91'11"	1 Hour & 25 minutes	6
11 & 12	70'	50'	98'11"	1 Hour & 35 Minutes	6
13 & 14	80'	54'	113'2"	1 Hour & 45 Minutes	7

**League Pitching Rules: Week is Monday 12:01 AM thru Sun 11:59 PM**

Division	Fall Season		Spring Season	
9 & 10 Year Olds	6 Outs or 55 pitches per game	Rest provisions	** See age specific rules	** See age specific rules
11 & 12 Year Olds	6 Outs or 75 pitches per game	Rest provisions	** See age specific rules	** See age specific rules
13 & 14 Year Olds	*6 outs per game	*18 outs per week	*21 outs per day	*24 outs per week

\*14U only- Throwing 1 pitch in an inning will count a minimum of 1 out, regardless if an out is recorded by the pitcher

\*14U only-If two pitchers are used in an inning each pitcher will be credited with a minimum of 1 out or any outs that are recorded while they are pitching. The starting pitcher will be credited with 2 outs unless the second pitcher records more than 1 out.

\*14U only-If more than two pitchers are used in an inning each pitcher will be credited with a minimum of 1 out or any outs that are recorded while they are pitching.

\*14U only -There is no penalty if the pitcher exceeds the out limits if a double or triple play occurs when the max number of outs is reached

\*All levels- Pitchers may not re-enter the game as a pitcher once they are removed as a pitcher

**Double Header Pitch Rule (Regular Season and EOS)**

For a player to pitch during 2 games in the same day, they must not exceed the pitch count for 0 days rest during the first game. The player can then pitch up to the game limit in the second game. Example: 10U – Player A pitches 20 pitches in Game 1. Player A can pitch up to 55 pitches in Game 2. Player B pitches 25 pitches in Game 1. Player B must rest 1 day before pitching again and cannot pitch in Game 2.

**Runs**

Division	Fall Season Max runs per Inning	Spring Season Max runs per Inning	Run Rules
5 & 6	5 per inning	5 per inning	mathematically eliminated
7 & 8	5 per inning	5 per inning	mathematically eliminated
9 & 10	5 per inning	5 per inning	mathematically eliminated
11 & 12	5 per inning	5 per inning	mathematically eliminated
13 & 14 (A)	8 per inning	8 per inning	10 runs after 5 <sup>th</sup> inning
13 & 14 (N)	8 per inning	8 per inning	10 runs after 5 <sup>th</sup> inning

### ***Ending the Game***

1. If all regulation innings have been completed, or the top half of the final inning is completed with the home team ahead, the game is over. When the time limit is reached, the umpire(s) and both team managers/head coaches will confer to determine if the game will continue. The inning will be completed if the home team is behind. If the home team is ahead and the game is in the top half of an inning, finish the half inning then determine if the game needs to continue. The game is over if the home team is ahead in the bottom half of the inning, or if either team is ahead by more than 5 runs (8 runs for 14U).
2. Mathematical elimination – if at any time it is determined by consensus of the umpire and managers/head coaches that one team is mathematically unable to win the game based on time remaining and run rules, then the game will be considered complete and scores frozen as of that time. If managers agree, play can resume for the duration of the allotted time for the benefit of player development and experience.

### ***On Deck Batter***

The on-deck hitter is to be in the designated on-deck area located behind the batter at the plate. Example: If a right-handed batter is at bat, the on-deck batter should be in the designated on-deck area located near the 3<sup>rd</sup> base dugout.

**Division: Baseball League Rules for 4 Year Olds**

			Spring Season		Notes
			American	National	
Player Age			4	NA	As of April 30
Roster Size			11-13	NA	
Player Selection			Assigned	NA	
Player Protection			NA	NA	
Games Played			6-8	NA	
Game Time			55 Minutes	NA	Finish Inning
Pitching			NA	NA	
Runs per inning			5	NA	
Run Rule			NA	NA	

1. Home Team takes the third base dugout and keeps the official book.
2. A Riff or Incrediball baseball will be used.
3. Catchers are required to wear a catcher's helmet or batter's helmet.
4. Game will last 55 minutes, and should complete the inning.
5. All players will be used in the field. Extra players will be used in the outfield.
6. No player may play more than 1 defensive inning at the same infield position during a game, (player may play 1 inning at 1<sup>st</sup> and 1 inning at SS, but cannot play 2 innings at 1<sup>st</sup>).
7. Managers should attempt to move players every inning to give them equal playing time at different positions
8. If a team only has 9 players the catcher position does not have to be filled.
9. Two coaches are allowed in the field of play while on defense. A third coach may remain in foul territory in the infield area but may not enter the field of play.
10. Pitchers must have one foot on the pitching rubber when the batter swings the bat. Pitcher must make a pitching motion towards the plate prior to the batter batting the ball. Umpires / Coaches will call pitcher pitch, batter bat.
11. Outfielders must be positioned no closer than 15' behind the base paths and may not tag or make a play at a base. The outfielder must throw the ball to an infielder and the infielder must make the play.
12. The ball is dead, and runners may not advance when any defensive player attempts to throw the ball.
13. Teams must bat their entire roster. Managers are encouraged to rotate batting orders between games to allow players to get a fair share of at bats.
14. Batters missing an at bat will not result in an out
15. Players arriving late should be added to the bottom of the batting order.
16. Each batter must put the ball in play there are no strikeouts.
17. Coaches are responsible for removing the tee during a play at home plate.
18. The ball must cross the IN BOUND line 10' in front of home plate or it will be a foul ball.
19. Players may not lead off or leave the base prior to ball being hit.
20. There will be no head first slides when advancing a base; diving to return to a base is permitted. A player sliding headfirst will be called out.
21. Teams must have a minimum of 6 players at the schedule game time, otherwise it is a forfeit. If needed a team may borrow players from another 4U team.
22. Failure to comply with any of the rules stated above, may result in a 1 game suspension

**Division: Baseball League Rules for 5 & 6 Year Olds**

	Fall Season		Spring Season		Notes
	American	National	American	National	
Player Age	5 & 6	5 & 6	5 & 6	5 & 6	As of April 30
Roster Size	11-13	10-12	11-13	10-12	
Selection	Draft	Draft	Draft	Draft	
Player Protection	4	Min 4 max 6	4	Min 4 max 6	
Games Played	8-10	8-10	12-14	12-14	
Game Time	1 Hour	1 Hour	1 Hour	1 Hour	Finish Inning *
Pitching	NA	NA	NA	NA	
Runs per inn.	5	5	5	5	
Run Rule	mathematically out	mathematically out	mathematically out	mathematically out	

**\* IF home team is behind and neither team is mathematically eliminated**

**Note** – If there are not enough teams to support both an American and National League, the leagues will be merged and the National League protection limits will be used.

1. Home Team takes the third base dugout and keeps official book, both teams set up the field if needed.
2. A regulation baseball will be used.
3. Catchers are required to wear a catcher's helmet or batter's helmet.
4. If the time limit has been reached or either team is mathematically out of the game the game should be called. In the event of a mathematical elimination before time expires play will continue until time expires if both coaches agree to continue for player experience and development. The score will be frozen at the point of mathematical elimination. All players will be used in the field. Extra players will be used in the outfield.
5. No player may play more than 2 defensive innings at the same infield position during a game, (player may play 2 innings at 1<sup>st</sup> and 2 innings at SS, but cannot play 3 innings at 1<sup>st</sup>). During an inning, a player is considered "played" at that position if he fields it for an official swing. Violation of this rule may result in Manager Suspension and forfeiture of the game.
6. All players must start and finish at least 2 innings in the infield during the first 4 innings, unless he is removed from the infield because of injury (this would waive the "finish" requirement for that inning,) or the manager determines that the child is a safety risk (PARENT and Manager must get waiver from the Commissioner prior to game. If a player does not get an opportunity to play the infield due to lack of time, then that player must start in the infield at the next game. The player would still get his two innings plus the missed inning from the previous game.
7. Any team playing with at least 10 players must field all defensive positions including the catcher position. If a team only has 9 players the catcher position does not have to be filled.
8. American League ONLY – While on defense, two coaches are allowed in the outfield. A third coach may remain in foul territory within the 'porch' of the dugout and 3 feet from the fence. No coach may enter the infield/infield area during live play. National League ONLY – No Coaches are allowed in the outfield. Coaches may remain in foul territory within the 'porch' of the dugout and 3 feet from the fence. No coach may enter the infield/infield area during live play.



9. Pitchers must have one foot on the pitching rubber when the batter swings the bat. Pitcher must make a pitching motion towards the plate prior to the batter batting the ball. Umpires will call pitcher pitch, batter bat.
10. Pitchers must throw the ball to first, second or third base. The pitcher may not throw or roll grounders to any base to avoid the risk of a throw. Runner will be called safe if the umpire, in their judgement, did not attempt a throw. The pitcher may not tag a batter/runner going to first, second or third base unless in the judgment of the umpire it would resemble a "real" baseball play.
11. Outfielders must be positioned no closer than 15' behind the base paths and may not tag or make a play at a base. The outfielder must throw the ball to an infielder and the infielder must make the play.
12. The play is dead when the ball is in the possession of an infielder in the infield and the umpire determines that the infielder in possession is not making an attempt at a defensive play.
13. All overthrows into foul territory may result in **no more than a 2 base** advancement from *the time of the pitch* for the batter, or any runner on base. **Any runner attempting to advance does so at their own risk of being put out. Subsequent plays (overthrows, errors, etc.) will not remove this limitation.**  
**EXAMPLE 1:** *No runners on base. Batter (B) hits ground ball to SS who throws ball into foul territory behind 1<sup>st</sup> base. 1B fields ball and throws to 2B. If 2B fields the ball and tags B prior to B reaching 2nd, B is out. If 2B does not field ball and it continues into the outfield, B may not advance beyond 2nd.*  
**EXAMPLE 2:** *Runners at 1st & 2<sup>nd</sup> (R1/R2). Batter (B) hits ground ball to 2B who throws ball into foul territory behind 3<sup>rd</sup> base. 3B fields ball and throws to 2B. If 2B fields the ball and tags B prior to B reaching 2nd, B is out and R1 may not advance beyond 3<sup>rd</sup> base. If 2B does not field ball and it continues into the outfield, B may not advance beyond 2nd and R1 may not advance beyond 3<sup>rd</sup>. If either runner attempts to advance beyond their base limitation, they may not be tagged out and will be returned to their base. R2 may score in this example.*
14. Teams must bat their entire roster.
15. Each batter will receive up to 5 swings off the tee; If the 5th swing is foul, batter is out. National League ONLY – The batter is NOT allowed to "measure up" to the ball once it is placed on the tee. If the batter does "measure up" to the ball, it will be counted as a strike.
16. Coaches are responsible for removing the tee during a play at home plate. If a runner attempts to score and the tee has not been removed the runner will be called out and no run will be scored.
17. One warning will be given to a player throwing the bat. Next thrown bat by the same player will be called an out. The ball will be ruled as a dead ball and no runners may advance.
18. The ball must cross the IN BOUND line 10' in front of home plate or it will be a foul ball.
19. A team shall be permitted a maximum of 5 runs in any 1/2 inning. The 1/2 inning shall end and the other team shall bat. **EXCEPTION:** If a batter hits a homerun OVER THE FENCE (not in the park) in any half inning that team will receive benefit of all runs scored as a result of the homerun. The homerun must be over the fence (not in the park). While this creates the possibility of scoring a maximum of 8 runs in an inning the 5 run limit applies when calculating mathematical elimination.
20. Players may not lead off or leave the base prior to ball being hit. Leaving early will result in an out.
21. There will be no head first slides when advancing a base; diving to return to a base is permitted. A player sliding headfirst will be called out.
22. Teams must have a minimum of 8 players at the scheduled game time otherwise it is a forfeit. Players showing up late will be added to the bottom of the roster. No outs will be recorded due to lack of players in the 9<sup>th</sup> or 10<sup>th</sup> spot.
23. Players that leave a game for any reason that results in them missing their at bat should be brought to the attention of the umpire and the other team prior to the at bat, no out will be recorded.

24. If a game ends in a tie and there is time left on the clock the Texas tie breaker will be played for 1 inning (last 3 batters load the bases with 2 outs, 5 run maximum for the inning). If no time is left on the clock, the game will be recorded as a tie. Does not apply for Fall League.
25. Intentional walks are not allowed.
26. A coach may be at home plate to assist the batter in getting set up at the tee, but the coach may not physically position the batter in such a manner as to direct the hit in a particular direction. The coach cannot physically set the batter to "pull" the ball, etc. The coach may tell the batter where he wants the ball to go and if the batter can position himself to hit it there, that is acceptable. The coach may not draw lines or make marks in the batter's box to indicate to the batter where to place his feet in order to hit the ball in a particular direction. The batter's feet must be completely within the batter's box at the time the ball is contacted
27. Failure to comply with any of the rules stated above, may result in a 1 game suspension

**Division: Baseball League Rules for 7 & 8 year olds**

	Fall Season		Spring Season		Notes
	American	National	American	National	
Player Age	7 & 8	7 & 8	7 & 8	7 & 8	As of April 30
Roster Size	10-12	10-12	10-12	10-12	
Selection	Draft	Draft	Draft	Draft	
Player Protection	6	Min 9 max 10	6	min 9 max 10	
Games Played	8-10	8-10	12-14	12-14	
Game Time	1:15	1:15	1:15	1:15	Finish Inning *
Pitching	NA	NA	NA	NA	
Runs per inn.	5	5	5	5	
Run Rule	mathematically out	mathematically out	mathematically out	mathematically out	

**\* IF home team is behind and neither team is mathematically eliminated**

**Note** – If there are not enough teams to support both an American and National League, the leagues will be merged and the National League protection limits will be used.

1. Home Team takes the third base dugout and keeps official book.
2. Infield warm-ups are restricted to 5 minutes with the visiting team taking the field first. Due to time constraints the umpire may not allow or cut short this time.
3. Batting cages are assigned to the visiting team first for 25 minutes starting 1 hour before game time and then the home team.
4. No player may play more than 2 defensive innings at the same infield position during a game, (player may play 2 innings at 1<sup>st</sup> and 2 innings at SS, but cannot play 3 innings at 1<sup>st</sup>). During an inning, a player is considered “played” at that position if he fields it for an official pitch, (i.e. 1 batter SS then moved to 1<sup>st</sup> for the rest of the inning, would count for an inning at both, even though it is only 1 inning played.) Violation of this rule may result in Manager Suspension and forfeiture of the game.
5. All players must start and finish at least 2 innings in the infield during the first 4 innings, unless he is removed from the infield because of injury (this would waive the “finish” requirement for that inning,) or the manager determines that the child is a safety risk (PARENT and Manager must get waiver from the Commissioner prior to game. If a player does not get an opportunity to play the infield due to lack of time, then that player must start in the infield at the next game.
6. Teams must bat entire roster.
7. There are no Intentional walks.
8. If the time limit has been reached or either team is mathematically out of the game the game should be called. In the event of a mathematical elimination before time expires play will continue until time expires if both coaches agree to continue for player experience and development. The score will be frozen at the point of mathematical elimination, pitch counts where applicable will continue to be logged and the umpire(s) shall continue to officiate play.
9. 10 players will be used in the field with the extra player playing the outfield. Outfielders must be “evenly” spaced; outfielders must be no closer than 15’ behind the base paths when the ball is pitched.
10. The catcher position must always be played; catcher must be in full gear. NATIONAL LEAGUE ONLY, catcher must be positioned within 4’ feet of home plate and in a squatted

- position, cups are required. If an AMERICAN LEAGUE team opts to play their catcher back further than 4 feet or in a standing position that catcher may not catch a pop fly for an out.
11. Pitcher must have one foot on the pitching mound dirt circle when the ball is pitched.
  12. Batters receive a total of 5 pitches or 3 strikes; whichever comes first. The batter is out if the 3<sup>rd</sup> strike is a swinging miss, or the batter fails to swing at the fifth pitch. Batter will not strike out if the fifth (or later) pitch is a foul ball, thus batter will continue at bat until they strike out, put the ball in play, or fail to swing at the last pitch.
  13. A team shall be permitted a maximum of 5 runs in any 1/2 inning. The 1/2 inning shall end and the other team shall bat. **EXCEPTION:** If a batter hits a homerun OVER THE FENCE (not in the park) in any half inning that team will receive benefit of all runs scored as a result of the homerun. The homerun must be over the fence (not in the park). While this creates the possibility of scoring a maximum of 8 runs in an inning the 5 run limit applies when calculating mathematical elimination.
  14. The play is dead when the ball is in possession of an infielder in the infield, the LEAD runner has stopped/hesitated forward progress, and the umpire determines that the infielder in possession is not making an attempt at a defensive play.
  15. One warning will be given to a player throwing the bat. Next thrown bat by the same player will be called an out. The ball will be ruled as a dead ball and no runners may advance.
  16. Players may not lead off or leave a base prior to ball being crossing home plate. Leaving early will result in an out; if the ball is hit it will be ruled a dead ball “no pitch”, batter returns to plate with the same count before the last swing.
  17. There will be no head first slides when advancing a base; diving to return to a base is permitted. A player sliding headfirst will be called out.
  18. Teams must have a minimum of 8 players at the scheduled game time otherwise it is a forfeit. Players showing up late will be added to the bottom of the roster. No outs will be recorded due to lack of players in the 9<sup>th</sup> or 10<sup>th</sup> spot.
  19. Players that leave a game for any reason that results in them missing their at bat should be brought to the attention of the umpire and the other team prior to the at bat. No out will be recorded for missing an at bat, however the player may not re-enter the game offensively or defensively.
  20. Coach Pitchers pitch to their own team and must start with one foot on the rubber and throw overhand; coaches are encouraged to throw “BBs”, not rainbow pitches.
  21. Coach Pitchers are considered pitching machines but are allowed to speak to batters in between pitches; The communication can be directed to hitting adjustments but must stop when in contact with the pitching rubber; coach pitchers are encouraged to tell a player to slide at home plate when there is a play, they should also remove bats.
  22. Coach Pitchers should exit the field upon contact, avoiding the play. A ball that hits a Coach Pitcher will be a foul ball, runners do not advance.
  23. Bunting is not allowed, if the ball is bunted in the umpires opinion the ball will be called a dead ball and the batter will be called out, no runners may advance.
  24. There is no infield fly rule.
  25. Runners must avoid contact with fielders unless they are sliding into a base- if the runner does not slide and contact is initiated the runner will be called out by the umpire. Intentional or malicious contact in the umpire’s opinion can result in an ejection of the player.
  26. If a game ends in a tie and there is time left on the clock the Texas tie breaker will be played for 1 inning (last 3 batters load the bases with 1 out, 5 run maximum for the inning). If no time is left on the clock, the game will be recorded as a tie. Does not apply for Fall League.
  27. Failure to comply with any of the rules stated above, may result in a 1 game suspension

**Division: Baseball League Rules for 9 & 10 year olds**

	Fall Season		Spring Season		Notes
	American	National	American	National	
Player Age	9 & 10	9 & 10	9 & 10	9 & 10	As of April 30
Roster Size	10-12	10-12	10-12	10-12	
Pitch Limits	6 Outs or 55 pitches	6 Outs or 55 pitches	See guidelines below	See guidelines below	
Protection	6	Min 9 max 10	6	Min 9 max 10	
Games	8-10	8-10	12-14	12-14	
Game Time	1:25	1:25	1:25	1:25	Finish inning *
Runs per inn.	5	5	5	5	
Run Rule	mathematically out	mathematically out	mathematically out	mathematically out	

**\* IF home team is behind and neither team is mathematically eliminated**

**Note** – If there are not enough teams to support both an American and National League, the leagues will be merged and the National League protection limits will be used.

1. Home Team takes the third base dugout and keeps the official book
2. Infield warm-ups are restricted to 5 minutes with the visiting team taking the field first. Due to time constraints the umpire may not allow or cut short this time.
3. Batting cages are assigned to the visiting team first for 25 minutes starting 1 hour before game time and then the home team.
4. Warming up on the field mound before the game has started is prohibited.
5. No player can sit 2 consecutive innings unless due to injury, disability, mutual agreement with player and coach, or a discipline issue. Managers should notify the other team if this is in effect.
6. Teams must bat entire roster. There are free defensive substitutions.
7. If the time limit has been reached or either team is mathematically out of the game the game should be called. In the event of a mathematical elimination before time expires play will continue until time expires if both coaches agree to continue for player experience and development. The score will be frozen at the point of mathematical elimination, pitch counts where applicable will continue to be logged and the umpire(s) shall continue to officiate play.
8. One warning will be given to a player throwing the bat. Next thrown bat by the same player will be called an out. The ball will be ruled as a dead ball and no runners may advance.
9. No head first slides when advancing a base; diving to return to a base is permitted. A player sliding headfirst will be called out.
10. A team shall be permitted a maximum of 5 runs in any 1/2 inning. The 1/2 inning shall end and the other team shall bat. **EXCEPTION:** If a batter hits a homerun OVER THE FENCE (not in the park) in any half inning that team will receive benefit of all runs scored as a result of the homerun. The homerun must be over the fence (not in the park). While this creates the possibility of scoring a maximum of 8 runs in an inning the 5 run limit applies when calculating mathematical elimination.
11. Teams must have a minimum of 8 players at the scheduled game time otherwise it is a forfeit. Players showing up late will be added to the bottom of the roster. An out will be recorded for the 9<sup>th</sup> position in the batting order if it is not filled.
12. Players that leave a game due to an injury that result in them missing their at bat should be brought to the attention of the umpire and the other team prior to the at bat. No out will be recorded for missing an at bat, however the player may not re-enter the game offensively or defensively.

13. Runners must avoid contact with fielders unless they are sliding into a base- if the runner does not slide and contact is initiated the runner will be called out by the umpire. Intentional or malicious contact in the umpire's opinion can result in an ejection of the player.
14. A manager or coach may go onto the playing field to talk to any player or players a maximum of one (1) time in a half inning while the same player is pitching without making a pitching change. More than one (1) trip onto the playing field will require a pitching change, regardless of which player the manager or coach visits. The only exception to this rule is in case of injury and the umpire has called time.
15. National League ONLY – Batters can advance to first base on a dropped third strike. American League ONLY – Batter cannot advance to first base on a dropped third strike, the ball will be considered live for runners on base.
16. If a player leaves a game early they will be removed from the batting order with no penalty unless that causes the team to have only 8 players; in which case an automatic out shall be recorded
17. A calendar week is from 12:01 A.M. Monday to 11:59 P.M. the following Sunday.
18. If a pitcher hits 2 batters in one inning or hits 3 batters in one game the pitcher must be replaced.
19. No suicide stealing of home plate – this is a judgment call by the umpire which will result in the runner being called out and the 3<sup>rd</sup> base coach being removed from the game. (Runners on 3<sup>rd</sup> base can advance to home when the catcher has the ball, when ball has gotten past the catcher, or if the batter puts the ball in play).
20. Courtesy runners can be used for the catcher when there are 2 outs.
21. No Metal cleats, protective cups are required for all catchers and recommended for all players.
22. If a game ends in a tie and there is time left on the clock the Texas tie breaker will be played for 1 inning (last 3 batters load the bases with 1 out, 5 run maximum for the inning). If no time is left on the clock, the game will be recorded as a tie. Does not apply for Fall League.
23. Must play infield 1 full inning each game before the start of the 4th inning. If time expires prior to the start of the 3rd inning any players who have not played in the infield at that time must play the 1st inning in the next game as well as the mandated inning for the current game prior to the start of the 4th. Violation may include manager suspension or forfeit.
24. Stealing:
  - a. American League – “Closed Bases”
    - i. No stealing until the ball crosses the plate- must stay in contact with the base until that point. Should the runner leave early, he will be called out.
  - b. National League – “Open Bases”
    - i. Runners may leadoff and steal bases. No suicide stealing of home plate – this is a judgment call by the umpire which will result in the runner being called out and the 3<sup>rd</sup> base coach being removed from the game. (Runners on 3<sup>rd</sup> base can advance to home when the catcher has the ball, when ball has gotten past the catcher, or if the batter puts the ball in play).
25. The visiting team is to track pitches of both teams. The pitch count tracking sheets are located and stored in the league binder. The sheets are to be signed by both managers and turned back into the binder located at the concession stand.
26. Pitching past the posted limits will result in the forfeiture of the game if it is brought to the attention of the umpire prior to the end of the game, or when discovered by a league official at any time
  - 55 pitches per game maximum (may finish a batter that has been started)
  - 61 pitches or more requires 3 days rest.
  - 41-60 pitches require 2 days rest.
  - 21-40 pitches require 1-day rest.
  - 20 or less 0 days rest required.
 Pre-season and Mid-season Tournament pitching rules are posted to the CPYL website. Mandatory rest will be enforced based on the pitch counts for the player

during the tournament. If the pitcher throws on Sunday the rest will begin as of that day based on the entire weekend's pitch count. If the player only throws Saturday the rest begins after that day. Friday tournament games are treated the same as Saturdays.

1 Day is defined as midnight the day after the pitches were thrown. E.G.- If 42 pitches are thrown Monday night the pitcher will not be eligible again until Thursday.

27. National League ONLY- Pitchers MUST throw from the stretch position with runners on base- unless there is a runner on 3B. At the National league level, balks will be enforced after one courtesy warning per pitcher (The pitcher may have the infraction explained to them by the umpire at their discretion). Balks will not be called in the American League.
28. Slashing is not allowed. If a batter squares to bunt and then swings at the pitch (slashing), with or without runners on base, the batter is out, the runners go back to their previously occupied base, and the third base coach is given a warning. On any subsequent offense, the batter is out, the runners go back to their previously occupied base, and the third base coach is ejected
29. During regular league play only - each player on a team can be intentionally walked only once per game. This does not apply in any tournament play. Any pitches thrown prior to the walk being called will count against the pitch count; walk can be called by the manager at any time prior to the 4<sup>th</sup> "ball" being pitched.
30. In 10U AL if the player draws a walk, the batter can only advance to first base until the next pitch is thrown. If other runners are on base, they can advance past their awarded base at their own risk. Regardless of what happens after ball 4 the batter/runner must wait until the first pitch of the next at bat to attempt to advance.
31. Failure to comply with any of the rules stated above, may result in a 1 game suspension

**Division: Baseball League Rules for 11 & 12 year olds**

	Fall Season		Spring Season		Notes
	American	National	American	National	
Player Age	11 & 12	11 & 12	11&12	11 &12	As of April 30
Roster Size	10-12	10-12	10-12	10-12	
Selection	Draft	Draft	Draft	Draft	
Player Protection	6	min 9 max 10	6	min 9 max 10	
Games Played	8-10	8-10	12-14	12-14	
Game Time	1:35	1:35	1:35	1:35	Finish the Inning ***
Pitching Outs	6 Outs or 75 pitches	6 Outs or 75 pitches	Guidelines below	Guidelines below	
Runs per inn.	5	5	5	5	
Run Rule	mathematically out		mathematically out		

**\*\*\* IF home team is behind and neither team is mathematically eliminated**

**Note** – If there are not enough teams to support both an American and National League, the leagues will be merged and the National League protection limits will be used.

1. Home Team takes the third base dugout and keeps the official book
2. Infield warm-ups are restricted to 5 minutes with the visiting team taking the field first. Due to time constraints the umpire may not allow or cut short this time.
3. Batting cages are assigned to the visiting team first for 25 minutes starting 1 hour before game time and then the home team.
4. Warming up on the field mound before the game has started is prohibited.
5. No player can sit 2 consecutive innings unless due to injury, disability, mutual agreement with player and coach, or a discipline issue. Managers should notify the other team if this is in effect.
6. Teams must bat entire roster. There are free defensive substitutions.
7. A team shall be permitted a maximum of 5 runs in any 1/2 inning. The 1/2 inning shall end and the other team shall bat. **EXCEPTION:** If a batter hits a homerun OVER THE FENCE (not in the park) in any half inning that team will receive benefit of all runs scored as a result of the homerun. The homerun must be over the fence (not in the park). While this creates the possibility of scoring a maximum of 8 runs in an inning the 5 run limit applies when calculating mathematical elimination.
8. If the time limit has been reached or either team is mathematically out of the game the game should be called. In the event of a mathematical elimination before time expires play will continue until time expires if both coaches agree to continue for player experience and development. The score will be frozen at the point of mathematical elimination, pitch counts where applicable will continue to be logged and the umpire(s) shall continue to officiate play.
9. One warning will be given to a player throwing the bat. Next thrown bat by the same player will be called an out. The ball will be ruled as a dead ball and no runners may advance.
10. Players may not advance using a head first slide when advancing a base; diving to return to a base is permitted. A player advancing on a headfirst slide will be called out.
11. Teams must have a minimum of 8 players at the scheduled game time otherwise it is a forfeit. Players showing up late will be added to the bottom of the roster. An out will be recorded for the 9<sup>th</sup> position in the batting order if it is not filled.
12. Players that leave a game due to an injury that result in their missing their at bat should be brought to the attention of the umpire and the other team prior to the at bat. No out will be



- recorded for missing an at bat, however the player may not re-enter the game offensively or defensively.
13. Runners must avoid contact with fielders unless they are sliding into a base- if the runner does not slide and contact is initiated the runner will be called out by the umpire. Intentional or malicious contact in the umpire's opinion can result in an ejection of the player.
  14. A manager or coach may go onto the playing field to talk to any player or players a maximum of one (1) time in a half inning while the same player is pitching without making a pitching change. More than one (1) trip onto the playing field will require a pitching change, regardless of which player the manager or coach visits. The only exception to this rule is in case of injury and the umpire has called time.
  15. If a player leaves a game early they will be removed from the batting order with no penalty unless that causes the team to have only 8 players; in which case an automatic out shall be recorded. The Umpire should be notified.
  16. A calendar week is from 12:01 A.M. Monday to 11:59 P.M. the following Sunday.
  17. If a pitcher hits 2 batters in one inning or hits 3 batters in one game the pitcher is removed from the game.
  18. The visiting team is to track pitches of both teams. The pitch count tracking sheets are located and stored in the league binder. The sheets are to be signed by both managers and turned back into the binder located at the concession stand.
  19. Pitching past the posted limits will result in the forfeiture of the game if it is brought to the attention of the umpire prior to the end of the game, or when discovered by a league official at any time
    - 75 pitches per game maximum (may finish a batter that has been started)
    - 66 pitches or more requires 3 days rest.
    - 46-65 pitches require 2 days rest.
    - 26-45 pitches require 1-day rest.
    - 25 or less 0 days rest required.

Pre-season and Mid-season Tournament pitching rules are posted to the CPYL website. Mandatory rest will be enforced based on the pitch counts for the player during the tournament. If the pitcher throws on Sunday the rest will begin as of that day based on the entire weekend's pitch count. If the player only throws Saturday the rest begins after that day. Friday tournament games are treated the same as Saturdays.

1 Day is defined as midnight the day after the pitches were thrown. E.G.- If 42 pitches are thrown Monday night the pitcher will not be eligible again until Wednesday.
  20. Runners may leadoff and steal bases. No suicide stealing of home plate – this is a judgment call by the umpire which will result in the runner being called out and the 3<sup>rd</sup> base coach being removed from the game. (Runners on 3<sup>rd</sup> base can advance to home when the catcher has the ball, when ball has gotten past the catcher, or if the batter puts the ball in play).
  21. Courtesy runners can be used for the catcher with 2 outs.
  22. No Metal cleats. Protective cups are required for all catchers and recommended for all players.
  23. If a game ends in a tie and there is time left on the clock the Texas tie breaker will be played for 1 inning (last 3 batters load the bases with 1 out, 5 run maximum for the inning). If no time is left on the clock, the game will be recorded as a tie. Does not apply for Fall League.
  24. Slashing is not allowed. If a batter squares to bunt and then swings at the pitch (slashing), with or without runners on base, the batter is out, the runners go back to their previously occupied base, and the third base coach is given a warning. On any subsequent offense, the batter is out, the runners go back to their previously occupied base, and the third base coach is ejected.
  25. Failure to comply with any of the rules stated above, may result in a 1 game suspension

**Division: Baseball League Rules for 13 & 14 year olds**

	Fall Season		Spring Season		Notes
	American	National	American	National	
Player Age	13 & 14	13 & 14	13 & 14	13 & 14	As of April 30
Roster Size	10-12	10-12	10-12	10-12	
Player Selection	Draft	Draft	Draft	Draft	
Player Protection	6	min 9 max 10*	6	min 9 max 10*	
Games Played	8-10	8-10	12-14	12-14	
Game Time	1:45	1:45	1:45	1:45	Finish the Inning ***
Pitching Outs	6 per game	6 per game	24 per week, 21 per day	24 per week, 21 per day	
Runs per inning	8	8	8	8	
Run Rule	10 after the 5 <sup>th</sup> inning		10 after the 5 <sup>th</sup> inning		

\*\*\* IF home team is behind and neither team is mathematically eliminated

**Note** – If there are not enough teams to support both an American and National League, the leagues will be merged and the National League protection limits will be used.

1. Home Team takes the third base dugout and keeps the official book
2. Infield warm-ups are restricted to 5 minutes with the visiting team taking the field first. Due to time constraints the umpire may not allow or cut short this time.
3. Batting cages are assigned to the visiting team first for 25 minutes starting 1 hour before game time and then the home team.
4. Warming up on the field mound before the game has started is prohibited.
5. No player can sit 2 consecutive innings unless due to injury, disability, mutual agreement with player and coach, or a discipline issue. Managers should notify the other team if this is in effect.
6. Teams must bat entire roster. There are free defensive substitutions.
7. A team shall be permitted a maximum of 8 runs in any 1/2 inning. The 1/2 inning shall end and the other team shall bat. **EXCEPTION:** If a batter hits a homerun OVER THE FENCE (not in the park) in any half inning that team will receive benefit of all runs scored as a result of the homerun. The homerun must be over the fence (not in the park). While this creates the possibility of scoring a maximum of 11 runs in an inning the 8 run limit applies when calculating mathematical elimination.
8. If the time limit has been reached or either team is mathematically out of the game the game should be called. In the event of a mathematical elimination before time expires play will continue until time expires if both coaches agree to continue for player experience and development. The score will be frozen at the point of mathematical elimination, pitch counts where applicable will continue to be logged and the umpire(s) shall continue to officiate play.
9. One warning will be given to a player throwing the bat. Next thrown bat by the same player will be called an out. The ball will be ruled as a dead ball and no runners may advance.
10. Players may advance using a head first slide.
11. Teams must have a minimum of 8 players at the scheduled game time otherwise it is a forfeit. Players showing up late will be added to the bottom of the roster. An out will be recorded for the 9<sup>th</sup> position in the batting order if it is not filled.
12. Players that leave a game due to an injury that result in their missing their at bat should be brought to the attention of the umpire and the other team prior to the at bat. No out will be recorded for missing an at bat, however the player may not re-enter the game offensively or defensively.

13. Runners must avoid contact with fielders unless they are sliding into a base- if the runner does not slide and contact is initiated the runner will be called out by the umpire. Intentional or malicious contact in the umpire's opinion can result in an ejection of the player.
14. A manager or coach may go onto the playing field to talk to any player or players a maximum of one (1) time in a half inning while the same player is pitching without making a pitching change. More than one (1) trip onto the playing field will require a pitching change, regardless of which player the manager or coach visits. The only exception to this rule is in case of injury and the umpire has called time.
15. If a player leaves a game early they will be removed from the batting order with no penalty unless that causes the team to have only 8 players; in which case an automatic out shall be recorded. The Umpire should be notified.
16. A calendar week is from 12:01 A.M. Monday to 11:59 P.M. the following Sunday.
17. A Pitcher is credited with pitching one inning after throwing a pitch to a live batter. Throwing 1 pitch beyond the pitching limit shall constitute a violation and a forfeit will be called. A pitcher will not be penalized for exceeding the 6 out limit due to double or triple plays.
18. A pitcher pitching past the posted pitching limits will result in the forfeiture of the game ONLY if it is brought to the attention of the umpire prior to the end of the game.
19. If a pitcher hits 2 batters in one inning or hits 3 batters in one game the pitcher is removed from the game.
20. A pitcher removed from the pitching position may not return to pitch again in that game.
21. Runners may leadoff and steal bases. No suicide stealing of home plate – this is a judgment call by the umpire which will result in the runner being called out and the 3<sup>rd</sup> base coach being removed from the game. (Runners on 3<sup>rd</sup> base can advance to home when the catcher has the ball, when ball has gotten past the catcher, or if the batter puts the ball in play).
22. Courtesy runners can be used for the catcher with 2 outs.
23. Metal cleats are allowed. Players with metal cleats should make every attempt when sliding to keep the cleats down to avoid injuring the defensive player(s). Metal cleats are NOT allowed while pitching. Protective cups are required for all catchers and recommended for all players.
24. If a game ends in a tie and there is time left on the clock the Texas tie breaker will be played for 1 inning (last 3 batters load the bases with 1 out, 5 run maximum for the inning). If no time is left on the clock, the game will be recorded as a tie. Does not apply for Fall League.
- 25.** Slashing is not allowed. If a batter squares to bunt and then swings at the pitch (slashing), with or without runners on base, the batter is out, the runners go back to their previously occupied base, and the third base coach is given a warning. On any subsequent offense, the batter is out, the runners go back to their previously occupied base, and the third base coach is ejected.
26. Failure to comply with any of the rules stated above, may result in a 1 game suspension

### ***Division: Baseball Select Teams***

The Baseball Committee recommends the Select Managers and the Board approves the Select Managers.

Select team players are handpicked by the select team manager.

All Select teams must hold at least two "open" tryouts that are advertised by the League. The team manager determines the size of their roster. Select teams register all their players with the league and then play in local and area tournaments. They also play in local select leagues against other select teams in the area.

Teams are required to cover their own cost for uniforms, tournaments and travel. Select teams registered with CPYL receive insurance, access to league resources and access to practice times on the game fields. Select teams are governed by the rules and regulations of the Select League that they play in and the tournaments that they participate in.

## Change History

Date	Editor	Comment
1/24/2012	John Engquist	Updated the League Age Structure table with correct dates; specifically kid pitch 9/10
8/20/2012	John Engquist	Stradford updated some sections regarding outs vs. pitches Engquist updated the title, header, and footer prior to publication.
8/24/2012	John Engquist	Updated the League Age table with updated years. Must be done each fall.
9/27/2012	Robert Stradford	Updated tables in 10U and 12U to reflect pitch count to pitched outs.
1/8/2012	Cullen Seitz	6u Changes in draft format. Defined Substitution Rules 8u Defined Substitution Rules, added no intentional walks.
9/4/2013	Hogan Wong	Updated the League Age table with updated years. Must be done each Fall. Revised the Borrowed Player rule. Revised Badge Policy - will not enforce Fall 2013 season.
2/14/2014	Hogan Wong	Revised rule 13 in 5u/6u tee ball. Added rules 29 & 30 in 9u/10u Kid Pitch. Deleted references to Badge Policy.
9/1/2014	Zach Berndlmaier	Updated Baseball Committee contributors Updated 8U Rule #20 Adjusted 12U Run Rule elimination
9/18/2014	Zach Berndlmaier	Updated Table on pg12 to reflect the 3 runs per inning max during the fall season.
1/31/2015	Zach Berndlmaier	Update Mathematical elimination play to time limit Update to 10U NL Open Bases Update 2015 dates, including age / birthdate
2/12/2015	Zach Berndlmaier	Added the NL manager & parent requirement Updated 10U R26 for balk enforcement in the NL
7/15/2015	Hogan Wong	Made applicable updates from Spring 2015 to Fall 2015. Updated the League Age table with updated years. Must be done each Fall.
7/30/2015	Hogan Wong	Removed the following exception clause which expired at the start of Fall 2003 season: Exception – In 2005 most baseball sanctioning bodies elected to change the league age date from July 31 to April 30. The CPYL Board has adopted the new league age but has also allowed players that have birth dates that fall within the May 1 – July 31 dates to play in their designated age group or play in the age group they would have played in under the old cut-off date.
01/23/2016	Hogan Wong	Updated Baseball Committee matrix. Inserted new “no touch” rule to 6u: Rule #26.
03/10/2016	Hogan Wong	Revised 8u rule #13 (as approved by Baseball Committee and Board of Directors in March 2016 meetings)
07/21/2017	Nathan Ross	Updates to League Age table and Baseball Committee representatives for the 2017-2018 year. Minor formatting changes for consistency.
09/04/2017	Nathan Ross	Added clarifications and new rules:

		<ul style="list-style-type: none"> <li>• Park regulations regarding tobacco/tobacco like product use</li> <li>• 4 year olds – spring only unless within 6U age cut-off.</li> <li>• Draft rule change – AL and single divisions</li> <li>• Bat rule – clarified Superseries and updated link; removed t-ball verbiage as no longer applicable (Superseries now includes 6u)</li> <li>• Ending the Game – added section and rules</li> <li>• Min players required – clarified min necessary at scheduled game start, else forfeit</li> <li>• 6u rule #8 – Coaches in field of play clarification</li> <li>• 6u rule #12 – Ball/Play Dead clarification</li> <li>• 6u rule #13 – Overthrow 2b advancement change/clarification</li> <li>• 6u rule #16 – Teel Removal clarification</li> <li>• 8u rule #12 – Pitches Received/Batter Out clarification</li> <li>• 8u rule #14 – Ball/Play Dead clarification</li> <li>• 10u – intentional walk rule clarification</li> </ul>
01/09/2018	Jason Newton	Updates to 6U and 10U Rules: <ul style="list-style-type: none"> <li>• 10U rule #15 – Dropped 3<sup>rd</sup> strike for NL only</li> <li>• 10U rule #30 – Deleted</li> <li>• 6U rule #8 – NL only no coaches in the field</li> <li>• 6U rule #15 – NL only no measuring up to ball</li> </ul>
07/25/2018	Jason Newton	Added clarifications and new rules: <ul style="list-style-type: none"> <li>• 6U Tiebreaker starts with 2 outs</li> <li>• 10U AL Fall season max runs per inning = 5</li> <li>• All tiebreakers start with last 3 batters on base</li> </ul>
12/20/2018	Jason Newton	Added clarifications and new rules: <ul style="list-style-type: none"> <li>• 6U protects: Min 4, Max 6</li> <li>• 14U rule #23 – Pitchers cannot wear metal cleats</li> <li>• Double header pitch rules</li> <li>• EOS Playoff rules</li> <li>• Suspended game rules</li> </ul>
7/30/2019	Jason Newton	Added clarifications and new rules: <ul style="list-style-type: none"> <li>• 6U base length</li> </ul>
1/1/2020	Jason Newton	Updated Bat Rule
2/10/2020	Jason Newton	Clarified merged league protect rules
2/10/2020	Jason Newton	On-Deck Batter Location