

## Crandall Youth Baseball Softball Association

### 2019 CYBSA Local Rules

CYBSA will follow all baseball rules as written below. For matters not listed refer to the USSSA Official Baseball Rules.

**HOME TEAM IS RESPONSIBLE FOR CHALKING THE FIELDS\*\*** (See pg. 3)

### Time Limits

- 6U 6 Innings OR 1hr with no new inning starting after 55min
- 8U 6 Innings OR 1hr 15min with no new inning starting after 1hr 10min
- 10U 6 Innings OR 1hr 30min with no new inning starting after 1hr 25min
- 12U 6 Innings OR 1hr 30min with no new inning starting after 1hr 25min
- 14U 7 Innings OR 1hr 40min with no new inning starting after 1hr 35min

### Run Rules

- 7 Runs Max per Inning for all age groups

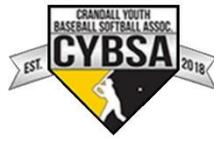
Length Of Game	Run Differential	Start Inning
6 Innings	15	3rd Inning
6 Innings	8	4th Inning
7 Innings	15	3rd Inning
7 Innings	12	4th Inning
7 Innings	8	5th Inning

### Slashing

- Absolutely **NO SLASHING** allowed in any age group.
  - The 1<sup>st</sup> offense by the team for slashing is the batter will be out.
  - The 2<sup>nd</sup> offense by the team the player that slashed and the coach will be ejected.
  - The 3<sup>rd</sup> offense is the game will be forfeited.

### Pitching and Base Distance

Age Group	Pitching	Base
6U	38 feet	60 feet
8U	38 feet	60 feet
10U	46 feet	60 feet
12U	50 feet	70 feet
14U	54 feet	80 feet



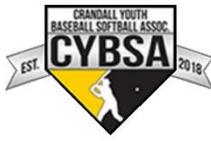
## Crandall Youth Baseball Softball Association

### 6U Tee-Ball Local Rules:

1. Must bat entire lineup.
2. All players must play at least 3 outs in the field if the game is played in its entirety.
3. Defense
  - a. 10 players may play in the field on defense. No more than 6 of those players can play on the infield. Remaining players must play in the outfield at least 20 feet behind the base paths.
  - b. The Catcher shall wear a dual ear-flap catcher's helmet with mask at a safe distance from Batter's Box.
  - c. No Defensive Player may pass the 30' Safety Line before ball is batted in play.
4. Batting
  - a. Batters must use a bat that states approved for play in T-Ball.
  - b. No on deck batter. All players to remain in the dugout until time has been called.
  - c. Coach can line up each batter 1 time per at bat.
5. Ball must be thrown (**NOT ROLLED**) to 1<sup>st</sup> base unless a normal baseball move can be made to tag the batter/runner out going to 1<sup>st</sup>. This is a judgment call for the umpire and cannot be protested.
6. Time will be called when the lead runner stops forward movement and an infielder has possession of the ball in the infield.  
**Only one base will be awarded on an overthrown/passed ball.**
  - a. Awarded Base will be at the Umpire's Discretion in the event runner is "between" bases.
7. All Base Runners must remain on base until a ball is batted in play.
8. Only 4 team volunteers can be in the field or dugout during the game.
  - a. 2 coaches are allowed in the outfield behind the outfielders when their team is playing defense. They are not allowed to touch the fielders when the ball is in play.
    - i. If coach is seen by the umpire to touch a fielder, the first offense will be a warning.
    - ii. The second offense will be removal from the outfield for the remainder of the game.

### 8U Coach Pitch Local Rules:

1. Must bat entire lineup.
2. All players must play at least 3 outs in the field if the game is played in its entirety.
3. Defense
  - a. 10 players may play in the field on defense. No more than 6 of those players can play on the infield. Remaining players must play in the outfield at least 20 feet behind the base paths.
  - b. No Defensive Player may pass the 30' Safety Line before ball is batted in play.
4. Batting
  - a. Batters are allowed 6 pitches or 3 swinging strikes. In the event the 6<sup>th</sup> pitch is fouled off, batter will receive additional pitch/pitches until the ball is either put in play or a strike out is called.
5. Time will be called when the lead runner stops forward movement and an infielder has possession of the ball in the infield.  
**Only one base will be awarded on an overthrown/passed ball.**
  - a. Awarded base will be at the Umpire's Discretion in the event runner is "between" bases.
6. All Base Runners must remain on base until a ball is batted in play.
7. Coach May pitch anywhere between the 38' Pitching Line and the 30' Safety Arc
  - a. Pitcher (Player) must remain in contact with the 38' Pitching line until ball is batted.
8. Only 4 team Volunteers can be in the field or dugout during the game.



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### 10U Kid Pitch Local Rules:

1. Two (2) Balk warnings will be granted per player, per game. 3<sup>rd</sup> and subsequent violations will result in penalty.
2. A batter shall be automatically out on a dropped / missed third (3<sup>rd</sup>) strike by the catcher.
  - a. Ball is considered **LIVE** in the event of dropped 3<sup>rd</sup> strike and base runners may advance at their own risk.
3. Only 3 Team Volunteers can be in the field or dugout during the game

### 12U Local Rules- USSSA Rules Apply:

1. Only 3 Team Volunteers can be in the field or dugout during the game

### 14U Local Rules- USSSA Rules Apply:

1. Only 3 Team Volunteers can be in the field or dugout during the game

### \*\* 6U & 8U Field Chalk Requirements:

1<sup>st</sup> and 3<sup>rd</sup> Base Foul Lines \_ 10' Foul Line Arc \_ 30' Safety Arc \_ 30' (half way) base path lines \_ 38' Pitcher Position Line

