

# North County Training League Committee

## Boys Baseball Rules 2009

### ***Order of Precedence***

Any rule not addressed here will follow the *Official 2008 CYC Baseball Rulebook*.

### ***Rule 2. The Playing Field***

#### Rule 2 Sec. 1 Field Dimensions

The distance from the point of home plate to the back of first and third base and from the outer edge of the foul line to center of second base is to be 55 feet. The distance from the point of home to the front edge of the pitchers plate (rubber) is to be 30 feet.

#### Rule 2 Sec. 2 Supplying Bases and Balls

- a) The Hosting Site is to line and set the field according to the above dimensions for all grades. Failure to do so may result in disciplinary action by the Committee.
- b) The designated home team is to supply a playable baseball. The umpire will determine if the ball is playable.
- c) The Kindergarten division will use a RIF 5 baseball. The 1<sup>st</sup> and 2<sup>nd</sup> Grade divisions will use a RIF 10 baseball.

#### Rule 2 Sec. 3 The Bases

- a) Other than home plate shall be 15 inches square, made of canvas or other suitable materials, and not more than 5 inches in thickness. The bases should be securely fastened in position.
- b) The use of the double safety bases on first base is mandatory.

### ***Rule 3. Equipment***

#### Rule 3 Sec. 1 The Official Bat

- a) Bats must be in good condition, no cracks or chips. All bats must have appropriate rubber grips on aluminum bats or taped grips on wooden bats.

#### Rule 3 Sec. 2 The Official Baseball

- a) The Official Ball to be used is the RIF 5 baseball for the Kindergarten division. The 1<sup>st</sup> and 2<sup>nd</sup> Grade divisions are to use the RIF 10 baseball.

#### Rule 3 Sec. 3 Masks, Body Protectors, Shin guards and Helmets

- a) Catchers must wear all equipment for that position, which includes a mask, shin guards, chest protector, throat protector and helmet. An extended wire protector may be worn in lieu of an attached throat protector.
- b) Full helmets are to be worn by all batters and base runners. Helmets with ear flaps and full cage/face masks are to be worn by players in the pitching and batting positions.

- c) Helmets may be worn by any player in the field.
- d) **No** Jewelry shall be worn by any player. The only exception is medical alert bracelets or necklaces taped to the body.

### Rule 3 Sec. 4 Uniforms

- a) All players must have uniform shirts alike in color with different numbers. Players with a duplicate number will be allowed to modify their uniforms to the satisfaction of the umpire.
- b) No game will be forfeited for uniforms or lack of same.

### ***Rule 4. Players & Substitutes***

#### Rule 4 Sec. 1 A team shall consist of 10 players

- a) Ten players shall constitute a full team: 1 pitcher, 1 catcher, 4 infielders, and 4 outfielders.
- b) A game may start, continue or finish with 7 players.
- c) If any team is unable to field 7 players within a 15 minute grace period from the schedule start time, that team will forfeit the game.
- d) Teams must bat their entire roster in order.
- e) Run limit is 6 per inning even if the game results in a tie.
- f) There is no 20/15/10 run rule after 3/4/5 innings. Let the kids play until time limit is reached.

### ***Rule 5. The Game***

#### Rule 5 Sec. 1 The length of a game

- a) In the Kindergarten division, no new inning will start after 1 hour and 30 minutes.
- b) In the 1<sup>st</sup> and 2<sup>nd</sup> grade divisions, no new inning will start after 1 hour and 45 minutes.
- c) Official game time starts at the scheduled time, any grace period time consumes actual game time.

### ***Rule 6. Pitching Regulations***

- a) All leagues are coach pitched.
- b) In the Kindergarten and 1<sup>st</sup> grade divisions, the coach may move up to 15 feet in front of the pitching rubber and may pitch underhanded or overhanded.
- c) In the 2<sup>nd</sup> grade division, the coach must pitch overhanded from the pitching rubber.

### ***Rule 7. Batting***

- a) Each batter shall receive the maximum number of pitches or swings as listed below:

Kindergarten	7 pitches or 5 swings
1 <sup>st</sup> Grade	7 pitches or 5 swings
2 <sup>nd</sup> Grade	7 pitches or 3 swings

- b) If the ball has not been hit before the limit is reached, the batter is out. If the batter fouls the last swing or pitch they remain “alive” to receive additional pitches until the ball is hit fair or missed.
- c) No walks or hit batsman will be awarded to any batter
- d) In the event that a batted ball is hit at a pitching coach, the coach must make a reasonable effort to avoid contact. If the ball is deliberately stopped, it is a dead ball and the batter shall bat again at the same pitch count (The previously hit ball does not count as a pitch or a swing.). Incidental contact does not rule play dead.
- e) A team will be given two warnings for throwing a bat. Each additional thrown bat will result in an out and a dead ball.

### ***Rule 8. Base running***

- a) The base runners can advance as follows:
  - a) In the Kindergarten and 1<sup>st</sup> Grade divisions, all runners must stop at the base they are approaching when a ball is thrown or attempted to be thrown by a fielder.
  - b) In the 2<sup>nd</sup> Grade division, The ball must cross the base line before play is suspended.
- b) Runners advance at their own risk. Runners are in jeopardy and if they are tagged out while attempting to advance or retreat, they will be called out. The umpire will signal with a raised hand that the attempt has been made and runners may only advance to the base they are approaching.
- c) An overthrown ball at any base will result in stoppage of play. Except when part of a double play in the 2<sup>nd</sup> Grade division.
- d) If the umpire feels that a base coach has intentionally interfered with a batted ball or with a play being made on a runner, the player shall be called out. Balls thrown that hit a coach have no bearing and play will stop.
- e) Runners may not take lead offs. Runners must remain in contact with the base until the ball has been hit. A team will be given two warnings, after that they will be called out.

### ***Rule 9. Fielding***

- a) In the Kindergarten and 1<sup>st</sup> Grade division, a throw or attempted throw from the outfield will stop play.
- b) In the 2<sup>nd</sup> Grade division, a throw must cross the baseline to stop play.
- c) All four outfielders must start play at least ten feet beyond the infield

baselines.

- d) All four infielders must start play no more than 15 feet in front of the infield baselines.
- e) The pitcher (player) must start directly to either side or behind the pitching coach within the pitching area.

### ***Rule 10. Coaching***

- a) On Offense, the team is allowed three coaches—pitcher, first base and third base.
- b) On Defense, the team is allowed two field coaches in the Kindergarten and 1<sup>st</sup> grade divisions. In the 2<sup>nd</sup> Grade division, the team is allowed one field coach.
- c) All defensive coaches must stand in the outfield, behind the outfielders.

### ***Rules 11. Reschedules***

Coaches are not allowed to reschedule any game. All requests must be made to the Field Coordinator at the host site. They will be allowed for official school and/or church activity.

In the event of cancellation of any game due to weather or parish activities and based on field availability, the Field Coordinators will do their best to reschedule games around official school and church activities. **NOTE:** The Field Coordinator shall give at least 48 hours notice of reschedule and the actual date of the game.