

NORTH COUNTY CATHOLIC YOUTH COUNCIL
SUPPLEMENTAL BASEBALL RULES
2010

1. **Rule 1, Sec 4 (Page 9)** - Add:
Atom Division pitching distance is thirty six and one-half feet (36-1/2'). Base distance is fifty-five feet (55'). From the plate to the center of 2nd base is seventy-seven feet nine and three eights inches (77' 9-3/8").
2. **Rule 1, Sec 7 (Page 10)** - Replace with:
The official baseballs are the RCC (Rawlings) or A1030B (Spaulding) for Atom through Intermediate and R01(Rawlings) or R 100 (Spaulding) for Juvenile and Junior.
3. **Rule 1, Sec 16 (Page 11)** - Replace with:
Batters, base runners and players participating as base coaches must wear a flapped helmet. The 'on deck' batter must wear a
a
helmet if on the playing field (in foul territory). Manager MUST advise players to wear a helmet.
THE PENALTY FOR REFUSAL TO WEAR A HELMET IS EJECTION FROM THE GAME.
4. **Rule 2, Sec 68 (Page 19)** - Delete.
5. **Rule 3, Sec 1.A.1 (Page 20)** - Add: Only the 6" x 24" pitching plate shall be used.
6. **Rule 3, Sec 1.C.1 (Page 20)** - Replace with:
All games are limited to one and one-half (1 1/2) hours for Atom, Bantam and Midget Divisions and one and three-quarter (1 3/4) hours for all other divisions. Times are from the scheduled starting time or after the start of the game, if the start time has been delayed due to a prior game. Any new inning, started before the time limit is up, will be completed unless the home team is ahead. The game is official if the playing time has expired, regardless of the number of innings played.
7. **Rule 3, Sec 1.C.3 (Page 20)** - Replace with:
All games will start at the scheduled time. There is NO grace period.
8. **Rule 3, Sec 1.D.1 (Page 21)** - Replace with:
If the time limit is exceeded due to the length of the previous game, then the actual playing time is one and one-half (1 1/2) hours or one and three-quarter (1 3/4) hours from the NEW starting time. All games are assigned one and three-quarter (1 3/4) hour or two (2) hour time slots.
9. **Rule 3, Sec 1.G (Page 21)** - Replace:
The CYC strictly uses the win/loss point system. In case of a tie, a one game playoff will be scheduled for "A" Leagues only. "B" Leagues shall have co-championships.

10. **Rule 3, Sec 4.A.1, 2 and 3 (Pages 21, 22) - Replace with:**
SUBSTITUTION RULE: Any of the starting fielders may be withdrawn and subsequently re-enter the game under the following conditions:
- A. ALL DIVISIONS: Unlimited free substitution except for the pitcher in the Atom through Crusader
 - B. In the Atom, Bantam, Midget, Crusader, Cadet and Intermediate Divisions, every eligible player must be allowed to play two (2) full innings in a seven (7) inning game.
 - C. The pitcher is additionally governed by the limited innings allowed to pitch in Crusader and below divisions and the minimum number of innings every eligible player must be allowed to play.
 - D. Substitutes are not required to report to the umpire when they enter or re-enter the game.
- NOTE 1: If a batter is injured and cannot continue batting, or is ejected, the ball and strike count is nullified, the player is removed from the game and batting order without penalty.
- NOTE 2: Late arriving defensive players may enter the playing field during any timeout.
11. **Rule 3, Sec 16 (Page 24) - Add:**
BLOOD RULE: A player, coach or umpire who is bleeding or who has blood on his/her uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable, is left to the umpires' judgment. Uniform rule violations will not be enforced if a uniform change is required. The umpire shall:
- A. Stop the game and allow treatment if the injured player would affect the continuation of the game.
 - B. Immediately call a coach, trainer or other authorized person to the injured player.
 - C. Apply the rules of the game regarding substitution and re-entry if necessary.
12. **Rule 4, Sec 3.A (Page 25) - Change to read:**
The catcher shall station himself in back of the plate in the catcher's box. He may leave his position at anytime to catch a pitch or make a play.
13. **Rule 5, Sec 5 (Page 30) - Add:**
In the Atom, Bantam and Midget "B" Divisions, the team at bat continues to bat until four (4) runs have scored or three (3) outs have been made. This applies to the first four (4) innings. In any subsequent inning, the maximum shall be eight (8) runs.
14. **Rule 5, Sec 10 (Page 31) - Add:** Defensive conferences with fielders are unlimited. See Rule 8, Sec 9 for pitchers.
15. **Rule 6, Sec 5. B, NOTE (Page 32) - Add:**
In the Atom and Bantam Divisions, the batter shall be automatically out on three (3) strikes (including a dropped third strike). The ball is dead.
16. **Rule 6, Sec 5.O (Page 34) - Replace with:**
Each batter will receive one warning for releasing a bat in a forceful and dangerous manner. For the second or subsequent offense by the same batter, the batter will be called out and the ball is dead. If a batter throws a bat in anger, disgust or a display of temper, the batter will be called out; unless he has been called out for another reason, the ball is dead and the player
ejected with no warning.

17. **Rule 6, Sec 8.A (Page 36)** - Delete the NOTE.

18. **Rule 7, Sec 1.A (Page 39)** - Replace with:

In the Atom and Bantam Divisions: A lead-off will NOT be allowed. After the ball leaves the pitcher's hand, stealing of second and third will be allowed. If a play is made on a runner stealing second and overthrown, the runner may advance only to third. A base runner on third may NOT steal home. This base runner may advance only on a batted ball (not a foul tip), hit batter, walk or balk.

19. **Rule 7, Sec 10.D.3 (Page 46)** - Remove "manager, coach or"

20. **Rule 8, Sec 1 (Page 47)** - Add:

EXCEPTION for Crusader and lower: If the pitcher is removed from the pitching position before pitching the four (4) consecutive innings or twelve (12) consecutive outs, he cannot be returned to the pitching position later in the game, except in the case of an injured (but not ejected) player.

21. **Rule 8, Sec 3 (Page 47)** - Replace with:

In all divisions, if a pitcher hits three (3) batters in the same inning or a total of five (5) Batters during a game, the player shall be removed from the pitching position for the remainder of the game. The following conditions shall apply:

- A. The batter must make an attempt to get out of the way. (PLATE UMPIRE'S JUDGMENT - NOBODY ELSE'S OPINION)
- B. The pitch must be a called ball.
- C. The pitch must not hit the ground, bat, catcher or umpire before striking the batter. (e.g. The ball must have an uninterrupted flight from the pitcher's hand to the batter.)
- D. This rule shall not preempt any rules regarding intentionally throwing at the batter.

22. **Rule 8, Sec 4, 5 and 6 (Pages 47-50)** - Change Rule 8, Sec 4, 5, 6 as follows and add, 7, 8 and 9:

Rule 8, Sec 4 - LEGAL PITCHING DELIVERY:

There are two legal pitching position, the Windup Position and the Set Position, and either position may be used at any time.

Pitchers shall take signs from the catcher while standing on the rubber.

Pitchers may disengage the rubber after taking their signs, but may not step quickly onto the rubber and pitch. This may be judged a quick pitch by the umpire. When the pitcher disengages the rubber, he must drop his hands to his sides.

Pitchers will not be allowed to disengage the rubber after taking each sign.

- A.) The Windup Position. The pitcher shall stand facing the batter, his entire pivot foot on, or in front of and touching and not off the end of the pitcher's plate, and the other foot free. From this position, any natural movement associated with his delivery of the ball to the batter commits him to the pitch without interruption or alteration. He shall not raise either foot from the ground, except that in his actual delivery of the ball to the batter he may take one

step backward, and one step forward with his free foot.

NOTE: When a pitcher holds the ball with both hands in front of his body, with his entire pivot foot on, or in front of and touching but not off the end of the pitcher's plate, and his other foot free, he will be considered in a Windup Position.

The pitcher may have one foot, not the pivot foot, off the rubber and any distance he may desire back of a line which is an extension of the back edge of the pitcher's plate, but not at either side of the pitcher's plate. With his "FREE" foot the pitcher may take one step backward and one step forward, but under no circumstances, to either side, that is to either the first base or third base side of the pitcher's rubber.

If a pitcher holds the ball with both hands in front of his body, with his entire pivot foot on or in front of and touching but not off the end of the pitcher's plate, and his other foot free, he will be considered in a Windup Position.

From this Position he may:

- 1) Deliver the ball to the batter, or
- 2) Step and throw to a base in an attempt to pick-off a runner or
- 3) Disengage the rubber (if he does he must drop his hands to his sides).

In disengaging the rubber the pitcher first must step off with his pivot foot and not his free foot first. He may not go into a set or stretch position-if he does it is a balk.

B) The Set Position: Set Position shall be indicated by the pitcher when he stands facing the batter with his entire pivot foot on, or in front of, and in contact with, and not off the end of the pitcher's plate, and his other foot in front of the pitcher's plate, holding the ball in both hands in front of his body and coming to a complete stop. From such Set Position he may deliver the ball to the batter, throw to a base or step backward off the pitcher's plate with his pivot foot. Before assuming Set Position, the pitcher may elect to make any natural preliminary motion such as that known as "THE STRETCH". But if he so elects, he shall come to Set Position before delivering the ball to the batter. After assuming Set Position, any natural motion associated with his delivery of the ball to the batter commits him to the pitch without alteration or interruption.

Preparatory to coming to a Set Position, the pitcher shall have one hand on his side: from this position he shall go to his set position as defined in (Rule 8, Sec 4B) without interruption and in one continuous motion.

The whole width of the foot in contact with the rubber must be on the rubber. A pitcher cannot pitch from off the end of the rubber with just the side of his foot touching the rubber.

The pitcher, following his stretch, must (A) hold the ball in both hands in front of his body and (B) come to a complete stop. This must be enforced. Umpires should watch this closely. Pitchers are constantly attempting to "BEAT THE RULE" in their efforts to hold runners on bases and in cases where the pitcher fails to make a complete "STOP" called for in the rules, the umpire should immediately call a "BALK".

- C) At any time during the pitcher's preliminary movements and until his natural pitching motion commits him to the pitch, he may throw to any base provided he steps directly toward such base before making the throw. The pitcher shall step "AHEAD OF THE THROW". A snap throw followed by the step directly toward the base is a balk.
- D) If the pitcher makes an illegal pitch with the bases unoccupied, it shall be called a ball unless the batter reaches first base on a hit, an error, a base on balls, a hit batter or otherwise.

A ball, which slips out of a pitcher's hand and crosses the foul line shall be, called a ball; otherwise it will be called no pitch. This would be a balk with men on base.

- E) If the pitcher removes his pivot foot from contact with the pitcher's plate by stepping backward with that foot, he thereby becomes an infielder and if he makes a wild throw from that position, it shall be considered the same as a wild throw by any other infielder.

The pitcher, while off the rubber, may throw to any base. If he makes a wild throw, such throw is the throw of an infielder and what follows is governed by the rules covering a ball thrown by a fielder.

Rule 8, Sec 5. - THE PITCHER SHALL NOT:

A.)

- 1) Bring his pitching hand in contact with his mouth or lips while in the 18-foot circle surrounding the pitching rubber.

EXCEPTION: Provided it is agreed to by both managers, the umpire prior to the start of a game played in cold weather, may permit the pitcher to blow on his hand.

PENALTY: For violation of this part of this rule the umpires shall immediately call a ball. However, if the pitch is made and a batter reaches first base on a hit, an error, a hit batsman or otherwise, and no other runner is put out before advancing at least one base, the play shall proceed without reference to the violation. Repeated offenders shall be subject to discipline by District Chairman.

- 2) Apply a foreign substance of any kind to the ball;
- 3) Expectorate on the ball, either hand or his glove;
- 4) Rub the ball on his glove, person, or clothing;
- 5) Deface the ball in any manner;
- 6) Deliver what is called "SHINE" ball, "SPIT" ball, "MUD" ball or "EMORY" ball. The pitcher, of course, is allowed to rub the ball between his bare hands

PENALTY: For violation of any part of this (Rule 8, Sec 5A (2-6) the umpire shall:

- a) Call the pitch a ball, warn the pitcher and explain to each manager the reason for the action.
- b) In the case of a second offense by the same pitcher, in the same game, the pitcher shall be

disqualified

from the game.

- c) If a play follows the violation called by the umpire, the manager of the offense may advise the plate

umpire that he elects to accept the play. Such election shall be made immediately at the end of the play. However, if the batter reaches first base on a hit, an error, a base on balls, a hit batsman, or otherwise, and no other runner is put out before advancing at least one base, the play shall proceed without reference to the violation.

- d) Even though the offense elects to take the play, the violation shall be recognized and the penalties in (a) and (b) shall be in effect.
- e) The umpire shall be the sole judge on whether any portion of this rule has been violated.

B) Have on his person, or in his possession, any foreign substance. For such infraction the penalty shall be immediate ejection from the game.

C) Intentionally delaying the game by throwing the ball to players other than the catcher, when the batter is in position, except in an attempt to retire a runner.

PENALTY: If, after warning by the umpire, such delaying action is repeated, the pitcher shall be removed from the game.

D) Intentionally throwing at the batter.

If, in the umpire's judgment, such a violation occurs, the umpire may elect either to:

- 1) Expel the pitcher, or the manager and the pitcher, from the game, or
- 2) May warn the pitcher and the manager of both teams that another such pitch will result in the immediate expulsion of that pitcher (or a replacement) and the manager.

If, in the umpire's judgment, circumstances warrant, both teams may be officially "WARNED" prior to the game or any time during the game.

To pitch at a batter's head is unsportsmanlike and highly dangerous. It should be - and is-condemned by everybody. Umpires should act without hesitation in the enforcement of this rule.

Rule 8, Sec 6

When a pitcher takes his position at the beginning of each inning, or when he relieves another pitcher, he shall be permitted to pitch not to exceed eight preparatory pitches to his catcher during which play shall be suspended. A league by its own action may limit the number of preparatory pitches to less than eight preparatory pitches. Such preparatory pitches shall not consume more than one minute of time. If a sudden emergency causes a pitcher to be summoned into the game without any opportunity to warm up, the umpire-in-chief shall allow him as many pitches as the umpire deems necessary.

Rule 8, Sec 7

When the bases are unoccupied, the pitcher shall deliver the ball to the batter within 20 seconds after he receives the ball. Each time the pitcher delays the game by violating this rule, the umpire shall call "BALL".

NOTE: The intent of this rule is to avoid unnecessary delays. The umpire shall insist that the catcher returns the ball promptly to the pitcher and the pitcher take his position on the rubber promptly. Obvious delay by the pitcher should instantly be penalized by the umpire.

Rule 8, Sec 8

If there is a runner, or runners, it is a balk when -

- A.) The pitcher, while touching his plate, makes any motion naturally associated with his pitch and fails to make such a delivery.

If a pitcher swings his free foot past the back edge of the pitcher's rubber, he is required to pitch to the batter except to throw to second base on a pick-off play.

- B) The pitcher, while touching his plate, feints a throw to first base and fails to complete the throw;

- C) The pitcher, while touching his plate, fails to step directly toward a base before throwing to that base;

The pitcher is required, while touching his plate, to step directly toward a base before throwing to that base. If a pitcher turns or spins off his free foot without actually stopping or if he turns his body and throws before stepping, it is a balk.

A pitcher shall step directly toward the base before throwing to that base but he is required to throw (except to first base only) just because he steps. It is possible, with runners on first and third, for the pitcher to step toward third and not throw, merely to bluff the runner back to third; then seeing the runner on first start for second, turn and step toward and throw to first base. This is legal. However, if, with runners on first and third, the pitcher, while in contact with the rubber, steps toward third and then immediately and in practically the same motion "WHEELS" and throws to first base, it is obviously an attempt to deceive the runner at first base, and in such a move it is practically impossible to step directly toward first base before the throw to first base, and such a move shall be called a balk. Of course, if the pitcher steps off the rubber and then makes such a move, it is not a balk.

- D) The pitcher, while touching his plate, throws, or feints a throw to an unoccupied base, except for the purpose of making a play;
- E) The pitcher makes an illegal pitch;

A quick pitch is an illegal pitch. Umpires will judge a quick pitch as one delivered before the batter is reasonably set in the batter's box. With runners on base the penalty is a balk; with no runners on base, it is a ball. The quick pitch is dangerous and should not be permitted.

- F) The pitcher delivers the ball to the batter while he is not facing the batter;
- G) The pitcher makes any motion naturally associated with his pitch while he is not touching the pitcher's plate.
- H) The pitcher unnecessarily delays the game;

- I) The pitcher, without having the ball, stands on or astride the pitcher's plate or while off the plate, he feints a pitch.
- J) The pitcher, after coming to a legal pitching position, removes one hand from the ball; other than in an actual pitch, or in throwing to a base;
- K) The pitcher, while touching his plate, accidentally or intentionally drops the ball;
- L) The pitcher, while giving an intentional base on balls, pitches when the catcher is not in the catcher's box.
- M) The pitcher delivers the pitch for Set Position without coming to a stop.

PENALTY: The ball is dead and each runner shall advance one base without liability to be put out, unless the batter reaches first on a hit, an error, a base on balls, a hit batter or otherwise, and all other runners advance at least one base, in which case the play proceeds without reference to the balk.

APPROVED RULING: In cases where a pitcher balks and throws wild, either to a base or to home plate, a runner or runners may advance beyond the base to which he is entitled at his own risk.

APPROVED RULING: A runner who misses the first base to which he is advancing and who is called out on appeal shall be considered as having advanced one base for the purpose of this rule.

Umpires should bear in mind that the purpose of the balk rule is to prevent the pitcher from deliberately deceiving the base runner. If there is doubt in the umpire's mind, the "INTENT" of the pitcher should govern. However, certain specifics should be borne in mind:

- A) Straddling the pitcher's rubber without the ball is to be interpreted as intent to deceive and ruled a balk.
- B) With a runner on first base the pitcher may make a complete turn, without hesitating toward first and throw to second. This is not to be interpreted as throwing to an unoccupied base.

NOTE: In the Atom and Bantam Divisions only, if a balk or an illegal pitch is called by the umpire, he/she shall warn the pitcher and explain to him and the manager what the pitcher did incorrectly, but not impose the penalty; for each additional balk or illegal pitch committed by the same pitcher, the umpire shall assess the proper penalty.

Rule 8, Sec 9

A league shall adopt the following rule pertaining to the visit of the manager or coach to the pitcher:

- A) This rule limits the number of trips a manager or coach may make to any one pitcher in any one inning;
- B) A second trip to the same pitcher in the same inning will cause this pitcher's automatic removal;
- C) The manager or coach is prohibited from making a second visit to the mound while the same batter is at bat; however
- D) If a pinch hitter is substituted for this batter the manager or coach may make a second visit to the mound but must remove the pitcher. A manager or coach is considered to have concluded his visit to the mound when he leaves the 18 foot circle surrounding the pitcher's rubber.

Official Playing Rules limit the number of trips a manager or coach may make to any one pitcher in any one inning. The second trip to the mound to the same pitcher in the same inning by a manager or coach will cause that pitcher's automatic removal from the game.

The manager or coach is prohibited from making a second visit to the mound while the same batter is at bat, but if a pinch hitter is substituted for this batter the manager or coach may then make a second visit to the mound but must remove the pitcher.

A manager or coach is considered to have concluded his visit to the mound when he leaves the 18-foot circle surrounding the pitcher's rubber.

If the manager or coach goes to the catcher or infielder and that player then goes to the mound or the pitcher comes to him at his position before there is an intervening play (a pitch or other play) that will be the same as the manager or coach going to the mound.

Any attempt to evade or circumvent this rule by the manager or coach going to the catcher or an infielder and then that player going to the mound to confer with the pitcher shall constitute a trip to the mound.

If the coach goes to the mound and removes a pitcher and then the manager goes to the mound to talk with the new pitcher, that will constitute one trip to that new pitcher that inning.

In a case where a manager has made his first trip to the mound and then returns the second time to the mound in the same inning with the same pitcher in the game and the same batter at bat, after being warned by the umpire that he can not return to the mound, the manager shall be removed from the game and the pitcher required to pitch to the batter until he is retired or gets on base. After the batter is retired, or becomes a base runner, then this pitcher must be removed from the game. The manager should be notified that his pitcher will be removed from the game after he pitches to one batter, so he can have a substitute pitcher warmed up.

The substitute pitcher will be allowed eight preparatory pitches or more if in the umpire's judgment circumstances justify.

23. Rule 10, Sec 3A (Page 52) - Replace with:

If there is only one umpire he/she shall have complete jurisdiction in administering the rules. He/she shall position himself/herself behind the catcher. One volunteer or two (one from each team) may be used as field umpires.

24. Rule 10, Sec 4B (Page 52) - Replace the first sentence with:

The field umpire shall remain outside the base path until the ball is batted - Crusader and lower divisions.

25. Run limit per inning if B teams involved for 5th grade (Midget) and up.

If there is a B team involved in a league the following run limits will be used.

A) An A team vs an A team = no run limit

B) Any game where a B team is involved (A vs B or B vs B) a limit of 8 runs per inning will be allowed for the entire game.