

CYB Rules – Pinto Division

- Scope:** These rules apply to the Pinto division of Chandler Youth Baseball (CYB) – ages 7 & 8. Rules for the other divisions are published separately.
- Rule Book:** The official rules are found in the Official Baseball Rules book (published by Sporting News) – unless overridden by these CYB rules.
- Field:** Bases are 60' apart. The pitching machine should be placed 40' from home plate. Cones designating the back of the outfield should be placed at 135' from home plate on the base lines and 160' in center field.
- Game Location:** All games will be played at the park and field shown on the schedule unless modified by a league official.
- Warm-up:** Players are not allowed to warm up on the infield before the game. Live batting practice with real baseballs is also not permitted.
- Game Start:** The starting time for each game is as shown on the schedule or as designated by a league official. If the game is delayed (e.g. due to a previous game running late, umpire arriving late, light or pitching machine failure), the umpire shall designate the start time.
- 6-run rule:** A half-inning shall be declared over when:
1) The defensive team has recorded three outs;
2) The batting team was ahead at the start of the half-inning and has scored six runs in that inning; or
3) The batting team was not ahead at the start of the half-inning and is now six runs ahead of the other team.
Exception: If an over-the-cones home run is hit, all the runs shall count.
- Game Finish:** A game is over when either six innings have been played or when the inning has ended which was in progress when one hour and fifteen minutes has elapsed.
Exceptions:
1) A game must last at least three innings;
2) A game may be extended into an extra inning if the score is tied and the time has not been exceeded;
A suspended game (e.g. due to light failure, curfew, bad weather) will be completed unless one team concedes defeat (see below).
- Suspended Games:** Suspended games are resumed at the time and location designated by a league official, and at whatever inning, batter and pitch count are determined by the umpire in consultation with the official scorer. The umpire is also responsible for determining the time remaining in the game. Players who were in the original lineup but not at the completion are skipped over with no penalty; players who were not in the original lineup and are at the completion are added to the bottom of the lineup.
- Home Team:** The home team is the second team listed on the schedule. The home team will use the third base dugout and will provide an official scorekeeper and a game ball.
- Coaches:** At least one coach per team at each game must wear a matching team shirt. No more than four coaches per team are allowed. Only players, coaches and bat boys are allowed in the dugout or on the playing field. Coaches may sit directly outside the dugout. The defensive team may place one coach in the outfield. Offensive coaches must stay in the base coaching boxes. Base coaches older than 18 are not required to wear a helmet.
- Scorekeeper:** The scorekeeper will keep score during the game using the official CYB scorebook. The scorekeeper must sit outside the dugout - behind home plate or in the bleachers near home plate - to allow the umpire and opposing team to monitor the scorekeeping. The scorekeeper may not be one of the coaches for that game. The following information should be recorded: team names, each player's name and number, which base each player gets to, which player makes which out each inning, the number of runs scored by each team each inning and which players sit out each inning. Substitutions should be reported to the scorekeeper.
- Line-up:** Coaches must provide an official line-up to the scorekeeper prior to the scheduled game time. Each team must have at least eight players in proper uniform at game time and throughout the game. All players present (and only players who are present) shall be in the line-up. Any player who arrives late will be added to the bottom of the batting order and the opposing team and scorekeeper are notified. If a player gets injured or must leave the game prior to completion, the opposing team and scorekeeper are notified and he/she is removed from the lineup with no penalty. No player may sit out a 2nd inning on defense until all players present have sat one inning. Any exceptions to these rules (e.g. players not playing due to illness or disciplinary actions) must be agreed to by the opposing coach.

- Batting:** Batters are allowed five pitches from the pitching machine to hit a fair ball. If the last pitch is hit foul, the batter is given another pitch. At the sole option of the umpire, a pitch may be replayed if it is not in the strike zone. Bunting (or swinging easy) is not allowed and will be called a foul ball. Any hit ball must travel beyond a 10-foot radius circle inscribed around home plate or it will be called a foul ball. A batter who throws, rolls or carries his bat entirely outside of this circle will be called out (applies even if the ball is hit foul).
- Ground rules:** If a batted ball hits the pitching machine or power cord (in fair territory) and goes into foul territory, the ball is dead, the batter is awarded first base and all runners advance one base. If a batted ball hits the pitching machine or power cord and remains in fair territory, it is in play. If a ball is hit beyond the cones on a fly (which designate the back edge of the outfield), the batter shall be awarded a home run. If a ball travels beyond the cones after hitting the ground, the batter shall be awarded a ground-rule double.
- Fielding:** When the ball is held up by an infielder in the infield (extending through the foul territory to the fence), the umpire shall call "time". Any runner who is more than halfway to the next base shall be awarded that base; any runner who is not halfway shall be returned to the previous base. The infield fly rule is not in effect.
- Defensive play:** A fourth outfielder is allowed, but all outfielders must play in the outfield (umpire's discretion). Players must be rotated to a new position at least every two innings. The emphasis should be on providing all players with an experience in both infield and outfield positions.
- Pitcher:** The pitcher shall take a position to either the left or right side of the pitching machine, NOT in front of it.
- Catcher:** Catchers who do are not positioned in the proper catching position (i.e. in the circle behind the plate) are not eligible to make defensive plays on batted balls. Catchers in the proper position must wear a protective cup.
- Uniforms:** Each player must wear a matching team shirt, and a cap (when in the field). Players may not wear jewelry during a game.
- Equipment:** All players batting, on-deck, on base or in the coaching boxes are required to wear a helmet. Bats may not be more than 2 5/8 in diameter. Metal cleats are not allowed.
- Baserunning:** Base runners must remain in contact with the base until the ball is hit. The first violation by a team should result in a warning to the coach; on subsequent violations the runner should be called out.
- Pinch Runners:** If a team's catcher for the next inning is on base with two outs, the last batter to make an out may pinch run to speed up the game. If a player is injured or sick, a pinch runner may be used. No other pinch runners are allowed.
- Sliding:** Players are not required to slide. However, a base runner who intentionally causes a collision during a play at any base and does not slide shall be called out. Sliding head first is allowed.
- Appeals:** Appeal plays may be made by requesting the ball from the umpire prior to the next pitch.
- Protests:** Games may not be protested. The umpires interpretation of the rules is final. However, if a coach feels that a rule has been incorrectly interpreted, he should notify the division coordinator so that steps can be taken to avoid future problems.
- Last Revised:** 2/6/2014