

CYB Rules – Shetland Division

- Scope:** These rules apply to the Shetland division of Chandler Youth Baseball (CYB) – ages 5 & 6. 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 50' apart. Cones designating the back of the outfield should be placed at 110' from home plate on the base lines and 125' 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. umpire arriving late), 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 has scored six runs in that inning. The scorekeeper should advise the umpire when six runs have been scored in an inning.
- Game Finish:** A game is over when either five innings have been played or when the inning has ended which was in progress when one hour has elapsed.
In the event of a suspended game (e.g. light failure, curfew, bad weather), it will be completed using the instructions below only if both coaches want to do so.
- 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 set up along the third base line and will provide an official scorekeeper and a game ball.
- Defensive Play:** All players shall play in the field on defense. "Extra players" may not play in the infield (umpire's discretion). The pitcher and catcher must play at those normal positions. No player shall remain at the same defensive position for more than one inning and should be rotated between the infield and the outfield.
- Coaches:** Up to three coaches may be on the field to advise the players on defense. On offense a coach may assist a player in getting set in the batter's box. 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 should keep track of how many runs have been scored each inning (maximum of six).
- Line-up:** 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. If a player gets injured or must leave the game prior to completion, he/she is removed from the lineup with no penalty.
- Uniforms:** Each player must wear a matching team shirt, and a cap (when in the field). Players are required to wear closed toe shoes with closed backs. 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. The catcher is also required to wear a helmet. Bats may not be more than 2 5/8 in diameter. Metal cleats are not allowed.
- Batting:** Batters are allowed five swings at the ball on the tee or five swings at pitches from the pitching machine to put the ball in play. These five swings may be a combination of pitching machine and tee use. (Example: Three swings at machine pitches and then two swings off the tee.) Bunting is not allowed and will be called a foul ball. Any hit ball must travel at least 10 feet from home plate or it will be called a foul ball. A batter who throws the bat will be called out (after one warning per team per game).
- Pitching Machine:** The Louisville Slugger UPM 45 Pitching Machine is the only approved pitching machine to be used. The machine will be set up 38 feet away from the rear of home plate and in line with the pitching mound. The approved settings for the machine: Power Level = 2; Micro Adjust = 3; Release Block = 4. The coach pitcher will be from the team that is batting. The coach who is feeding the pitching machine may give instructions to the batter and/or base runners. The coach pitcher MAY NOT in any way interfere with defensive players.
- Pitcher:** The pitcher shall take a position to either the left or right of the pitching machine; NOT IN FRONT OF IT.

- Ground rules:** If a batted ball hits the pitching machine or coach pitcher and goes into foul territory, the ball is dead and the hitter is awarded first base and any base runner(s) advance one base. If a batted ball hits the pitching machine or coach pitcher 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:** In general a base runner should only advance one base on each play, even if there is an overthrow (exception: ground rule double). The infield fly rule is not in effect. Outfielders must stay behind the chalk line until the ball is hit. If the pitcher fields a batted ball, he must attempt to throw the ball to first base. The pitcher cannot run with the ball to first base or home plate, nor run the batter down between the batter's box and first base, or third base and home plate. This will result in the batter being called safe. If the pitcher fields the ball near the first or third base line, he may tag out the runner.
- Base Running:** Base runners must remain in contact with the base until the ball is hit. 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 not allowed.
- Last Revised:** 7/30/2016