



## **BASEBALL**

**ENTRY FEES AND FORMS DUE: MARCH 8, 2017**

**ENTRY FEE - \$175 PER TEAM**

**\*ACCEPTED LATE ENTRY FEE \$225 PER TEAM\***

All entry forms, coaches' information sheet, court availability and fees must be submitted by the above date.

**COMPLETED ROSTERS DUE: MARCH 23, 2017**

**WAIVER REQUESTS DUE: MARCH 23, 2017**

**SCHEDULE DISTRIBUTION: MARCH 24, 2017**

**SEASON BEGINS WEEKEND OF: APRIL 2, 2017**

**ADDITIONS/REPLACEMENTS DUE: APRIL 28, 2017**

**UNIFORM GRACE PERIOD ENDS: MAY 5, 2017**

**REGULAR SEASON ENDS: JUNE 11, 2017**

**DIOCESAN PLAYOFFS: JUNE 12-25, 2017**

<u>DIVISION</u>	<u>BIRTHDATE MUST BE ON OR AFTER</u>
SUBNOVICE	1/1/08
PEE-WEE	1/1/07
NOVICE	1/1/06
BANTAM	1/1/05
ROOKIE	1/1/04
INTERMEDIATE	1/1/03

<u>DIVISION</u>	<u># UMPIRES</u>	<u>FEES</u>
SUBNOVICE	1	\$46
PEE-WEE	1	\$52
NOVICE	1	\$54
BANTAM	1	\$54
ROOKIE	2	\$54 EACH
INTERMEDIATE	2	\$54 EACH

### **ADDITIONS & REPLACEMENTS**

The standard number of competitors allowed on a team is 18. A competitor may be added or replaced on the roster up to and including **April 28, 2017**. If a team has an approved waiver player, the CYO director must approve the addition or replacement. Extended rosters are allowed with all listed players being eligible for the playoffs.

- **Once a player plays up age wise in a division, he cannot play down in a lower division in the same season. Any exception needs approval from the CYO Director.**
- **Players are not allowed to play on two different teams at the same time in the same season.**

**WAIVERS:** Non-parish eligible athletes may qualify to play through waivers. (Refer to CYO Rules & Regulations for Waiver Types)

The waiver limits per team are: **4 per team**. All waiver requests are subject to approval by CYO staff.

### **EQUIPMENT (no forfeits for lack of equipment)**

Teams are to provide bases, home plate, pitching rubber with spikes, measuring tape, extension base and any necessary field maintenance equipment for each game. Each team must supply two or more baseballs of official size and weight for each game. Baseballs must have a cushion cork center. No rubber or plastic baseballs are allowed in any division. During a game, if a ball is lost or unable to be used, the home team will be responsible for replacing that first lost ball; the visiting team will replace the second ball. This process will continue as necessary throughout the game. All games in divisions up to bantam are required to play with an extension base at first base. **ALL GAMES IN ALL DIVISIONS ARE WOOD BAT ONLY. THERE ARE NO RESTRICTIONS TO THE LENGTH OR WEIGHT OF WOOD BATS. MAJOR LEAGUE RULES APPLY. NO BAMBOO OR COMPOSITE BATS PERMITTED.**

### **UNIFORMS**

All teams must be uniformed in all divisions. This means that each player must wear uniform baseball shirt, pants,

and cap. Grace period for uniform compliance ends on May 5, 2017.

All batters must wear a protective helmet with earflaps both at bat and on the bases. All catchers must wear helmets with earflaps, mask & throat Guards. **Skullcaps are not permitted for catchers.** Teams should share helmets in case of any shortage. No players will be allowed to participate without the proper helmet. **METAL SPIKES ARE NOT PERMITTED IN ANY DIVISION.**

**A LINEUP SHEET MUST BE PRESENTED TO THE UMPIRE AND OPPOSING MANAGER DURING THE GROUND RULES DISCUSSION.**

#### FIELD

	<u>BASES</u>	<u>MOUND</u>
SUBNOVICE	60 FT	40 FT
PEEWEE	60 FT	44 FT
NOVICE	60 FT	46 FT
BANTAM	72 FT	48 FT
ROOKIE	82 FT	56 FT
INTERMEDIATE	90 FT	60 FT 6 INCHES

The home team has the choice of dugout area. The umpire in chief has the authority to decide on the condition of the pitching rubber and allowance, if any that may be granted to the pitcher.

#### SCHEDULING

Teams are expected to provide fields for evening games from May to the end of the season.

**NO COACH IS PERMITTED TO CANCEL A GAME.**

#### RAINOUT RULE

Rained out games must be made up by working with the CYO Baseball Coordinator for field availability and umpire assignments. Any game not made up before the last published date on the schedule will result in a double forfeit. **NOTE:** All teams must be prepared to play doubleheaders as well as back-to-back games. The CYO Coordinator will schedule according to field availability.

#### UMPIRES

When a CYO umpire fails to show up for assigned games, **both coaches should sign each score book** indicating agreement on the choice of a substitute umpire. Once this agreement is made that game becomes an official CYO game. If the assigned CYO umpire then shows up late he may umpire the game provided that both coaches are in agreement that he does so.

#### SUSPENDED GAMES

\*If an official game (5 innings) has to be curtailed for any reason and the visiting team;

- 1) team is at bat in the 6<sup>th</sup> or 7<sup>th</sup> inning

and

2) has scored one or more runs to tie the game or take the lead, then the game shall be a suspended game and resumed to completion from the point of suspension.

**\*EXCEPTION, PEEWEE DIVISION: 4 INNINGS IS AN OFFICIAL GAME.**

#### EXCEPTION TO MLB RULES

The CYO will adhere to Major League baseball rules except in the following instances:

- The fitness of the playing field for beginning a game shall be decided by agreement of both coaches. If the 2 coaches cannot agree, the umpire will make the final decision. Once a game starts, the plate umpire will determine whether or not a game should continue. No game will be played on a makeshift field (all divisions) unless both coaches agree to do so.

- INNINGS:

SUB NOVICE & PEE WEE:  
**6 INNINGS**

NOVICE, BANTAM, ROOKIE, INTERMEDIATE:  
**7 INNINGS**

- In the event of a tie at the end of the 7 innings, the game shall be completed if time permits. However, called games will be regulation;

- A. If 5 innings has been completed. (4 innings in PEE WEE)
- B. If the home team scores more runs in 4 ½ innings than the visiting team scores in 5 innings.
- C. If the home team scores one or more runs in its ½ of the 5<sup>th</sup> inning to tie the score.

#### SUSPENDED GAMES WILL BE COMPLETED IF THE RESULT OF THE GAME HAS ANY PLAYOFF IMPLICATIONS.

- If a team is ahead by 10 or more runs and the losing team has **completed its 5<sup>th</sup> AT-BAT** the game will be ended (**MERCY RULE**)
- This rule may not be invoked unless the curfew, as given by the umpire, is protested before game or the CYO umpire is unduly late. Field curfew is 2 hours. **IF NO GAME FOLLOWS, THE CYO GAME WILL BE 2 HOURS AND 15 MINUTES.** The umpire must stay and do the game even though he may have a game somewhere else. (No inning may start after the 2 hour mark from the start of the game)

**PEEWEE & NOVICE DIVISION ONLY:** *if a called or swinging 3<sup>rd</sup> strike is not caught the batter is out.*

However, with less than 2 outs, the ball is in play and the runner (s) may advance at their own risk.

1) Stealing or leading is allowed only after the ball passes the batter. **THERE IS NO STEALING ON RETURN THROWS FROM CATCHER TO PITCHER. NO STEALING FROM BATTERS BOX AFTER A WALK.**

2) There will be a maximum of 4 walks per inning. After the 4<sup>th</sup> walk the batter must hit the ball or be called out on strikes.

- **PEEWEE NOVICE & BANTAM ONLY;** No stealing or advancing by a wild pitch or passed ball when leading by more than 10 runs.
- **ALL DIVISIONS:** If a pitcher hits 3 or more batters he may be removed from the pitchers position at the discretion of the umpire.
- **ALL DIVISIONS: No player may pitch more than 7 total innings in a day in which a CYO game is scheduled.**
- **NO HEAD FIRST SLIDES EXCEPT FOR WHEN THE BASERUNNER IS RETURNING TO A BASE ON A PICK-OFF ATTEMPT.**
- **ALUMINUM BATS ARE NOT PERMITTED IN ANY CYO GAMES.**

#### **CLARIFICATIONS OF MLB RULES**

**RULE 7.10** It is not a balk when a pitcher stands in the pitching circle without the ball unless he makes any motion naturally associated with his pitch.

**RULE 8.05** A balk is considered a play, there is no appeal

**RULE 8.06** **In all divisions, the second trip to the mound in an inning by a coach means the pitcher must be removed. That pitcher may remain in the game and play any other position, but may not return as a pitcher at any time during the game.**

**RULE 9.02** There is no obligation on the part of the plate umpire to ask for assistance and or confirmation from his partner on a checked swing.

#### **BASERUNNERS**

**SLIDE RULE ALL DIVISIONS:** No runner may interfere with the catcher or any fielder (at any base) if that catcher or fielder is in possession of the baseball. The runner must slide or give himself up. If, in the umpire's judgment, the runner comes into the plate or any base and fails to slide, he is out and the ball is dead. In addition, if he comes in standing up and flagrantly makes contact; he is ejected from the game. **(2 GAME SUSPENSION)** The purpose of this rule is to penalize the offensive team for deliberate, unwarranted and unsportsmanlike action by the runner. For example, the obvious purpose of crashing the pivot man on a double play, (any base) or, crashing into the catcher at home plate. **NOTE: THE CATCHER (OR FIELDER) CANNOT BLOCK THE BASELINE WITHOUT THE BALL. NO "PHANTOM" TAGS ARE PERMITTED.**

**DESIGNATED RUNNER:** With less than 2 outs, a coach has the option of using a substitute runner for the catcher; with 2 outs he ***MUST*** use a substitute runner for the catcher. The coach must use a player not presently in the game; however, if none is available he must use the last player to make an out.

#### **EXTRA HITTER**

The coach has the option to start a game with an extra hitter in the lineup. This is considered to be a 10<sup>th</sup> position in the lineup, which may be interchanged with other positions during the game as long as the same spots in the batting order are maintained. Once a team starts with an extra hitter, they must keep it throughout the game.

**EXCEPTIONS:** If through injury and or illness a team is unable to maintain the 10 batters in the lineup and must use 9 batters the empty spot will be bypassed. If a team has used up all their eligible players and an injury or illness occurs to someone in its line- up, the opposing coach will pick a player from off the bench to replace him. In addition, once a team starts a game with 9 players, they **MAY NOT** add an extra hitter later in that game.

#### **RE-ENTRY RULE (ALL DIVISIONS)**

**Any player in the starting lineup who is removed from a game may re-enter the game once at any field position, but only in the same slot in the batting order from which he was removed. A substitute player may not re-enter the game. A pitcher can re-enter the game as a pitcher provided he was not removed from the game on the two visits to the mound rule by the manager in the same inning.**

## **MOVABLE BASES**

Once the base is moved by a sliding runner, the runner need only to return to the area where the base was originally placed. (umpire's judgment) Subsequent runners on the same play should also run to the area where the base was originally placed. No runner should follow the base after it has been dislodged from its original place.

## **PLAYOFFS**

All teams that qualify for the playoffs must bring acceptable proofs of age for all players, in the event of an eligibility protest. The umpire in chief is in charge of protests regarding rule interpretations. In **ALL DIVISIONS**, the championship final in the diocesan playoffs will be one game.

**PLAYOFF FORMAT WILL BE DISTRIBUTED AT THE START OF EACH SEASON.**

### **FORFEITS**

A forfeit will be declared when a team fails to appear **within 15 minutes** of the scheduled game time. A team must start the game with 8 players. A team with two forfeits may be declared ineligible for the playoffs.

## **SUBNOVICE DIVISION RULES**

1. No base stealing.
2. No leads. Once the pitcher has stepped on the rubber with possession of the baseball, runners cannot leave the base until the ball is put in play by the batter. If the runner leaves the base before the batter makes contact, that runner will receive a warning from the umpire; he will return to the original base and the pitch shall be considered a dead ball. There will be one warning per team. Upon any subsequent infraction, the umpire will call out the runner (s), the ball is dead.
3. **All games will be 6 innings.** In the event of a tie at the end of the 6 innings, the game will be completed if time permits.
4. If the catcher drops any 3<sup>rd</sup> strike, the batter is out, base runners may not advance.
5. There will be 2 walks per inning allowed. After the 2<sup>nd</sup> walk, the batter must hit the ball or be called out on strikes.
6. **There will be a complete team lineup allowed.** The inning will be over after either 3 outs or when 10 batters get up. 9 players ONLY in the field. **We strongly prefer that all children play the field and not just bat.**

**EXPULSION & SUSPENSION:** Any person who is ejected from a CYO contest for unsportsmanlike behavior will automatically be suspended for the next 2 games **no matter when they are played.** **SUB-NOVICE, EXPULSION WILL RESULT IN A 4 GAME SUSPENSION**

Failure to sit the next 2 scheduled games will result in forfeits of those games to the team, and they will not be eligible for the playoffs.

## **COACHES' PHILOSOPHY**

1. Coaches should be models of good behavior for the children. Coaches are required to wear their CYO Certification Card during all games.
2. Try to make baseball fun for the children and yourself. A win at all cost attitude can take the enjoyment out of the Sport.
3. **DO NOT physically abuse a pitchers arm. Give him the necessary rest between his throwing.**

***IMPORTANT NOTE: ONLY PAR / AD ARE TO CALL THE CYO OFFICE. COACHES MUST***

***WORK WITH YOUR PAR/AD IN COMMUNICATING WITH THE CYO OFFICE.***

CYO WEBSITE: [WWW.CYODOB.ORG](http://WWW.CYODOB.ORG)