



Cypress Youth Baseball (CYB)
2020 Local League Rules
Pinto Division

Local rules are adopted rules governing play for CYB. These rules are a supplement to the governing rules of Major League Baseball and PONY Baseball Inc. These rules are designed to tailor participation in the Pinto division to meet the objectives of CYB. Violation of these rules may result in forfeiture of the game, and/or suspension of a Manager, Coach, or Player, at the discretion of the CYB Board.

1. OBJECTIVES OF THE PINTO DIVISION:

- 1.1 Teach and refine player's skills.
- 1.2 Introduce players, coaches and parents to the concepts of:
 - Player pitching
 - Batting against player pitching
 - Stealing bases
 - Development of position specific skills
- 1.3 Having Fun!

2. SAFETY

- 2.1 Shoes with metal cleats are not allowed.
- 2.2 Protective hard cups are required for all male players; protective soft cups are required for all female players.
- 2.3 Players are not allowed to stand or sit in the doorway of the dugouts.
- 2.4 Managers and coaches must stay in the dugout unless they are a base coach or time is called.
- 2.5 Players are not allowed to leave the playing field once the game begins without permission from the umpire.
- 2.6 **Nothing is allowed in the dugout except water and sport drinks. No gum or glass bottles are allowed.**
- 2.7 Players/Minors may not serve as base coaches
- 2.8 A base runner is automatically out and subject to ejection if in the Umpire's judgment:
 - He/she fails to slide which results in a hard collision at any base other than 1st when the ball arrives simultaneously with or before the runner.
 - He/she slides "with cleats high" carelessly or attempts to intimidate or injure a defensive player in any way.
 - He/she purposely attempts to dislodge a ball from a defensive player other than by a slide.
- 2.9 Defensive players may not block the progress of a runner without possession of the ball. To do so is "defensive interference" and should be ruled as such by the Umpire.
- 2.10 Batter throwing the bat (non-sportsmanlike infractions) - For safety reasons, a player may be removed from a game by the Umpire (non-ejection) for multiple offenses of throwing the bat.
 - The umpire must first issue a warning to the player for throwing the bat. The umpire may remove the player from the game for a subsequent infraction during the game.
 - An umpire cannot declare a player "out" for throwing the bat. If a ball is put in play, the umpire must allow all play to stop then take appropriate action. A substitute runner may be used to replace a player removed from the game under this safety provision.
 - The removed players batting spot shall be skipped over without penalty for the remainder of the gameA player removed from the game under this provision shall not be considered ejected from the game and shall not be subject to additional game suspensions.

3. MANAGERS & COACHES

- 3.1 No more than one manager and three coaches are allowed on the field during games. There must be one manager/coach in the dugout at all times. All of these must be Background Approved through CYB.



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- 3.2 Once the game begins, managers and coaches are not allowed to leave the playing field without permission from the umpire. Umpires may remove managers or coaches from the game who leave the field without permission.
- 3.3 Coaches may alternate in the dugout during a game. However, should a manager or coach be ejected or be removed from the game, the team shall complete play with one less manager/coach
- 3.4 Managers and coaches are permitted to “warm-up” players and pitchers

4. FIELD PREPARATION & BREAKDOWN

4.1 Pre-Game Responsibilities – Home Team

- The Home Team will occupy the 3rd base dugout
- Provide two game balls to the umpires. Each team will take a game ball at the conclusion of the game.
- The home team is responsible for getting the field ready for play, including raking, dragging and lining the batters’ boxes and base paths, setting the portable pitching mound, placing the bases on the field and setting up the score keepers booth.
- **Both teams will be responsible for setting up the outfield fence and scoreboard if participating in the first game of the day.**

4.2 Post-Game Responsibilities - Visiting Team

- **If last game of the day** - the visiting team must, drag the field, rake the batter’s box and base lines, return the portable mound to the shed, water the dirt and infield grass areas, remove and store bases, breakdown scorekeepers booth and return scorebooks and cart to the shed.
- **Both teams will be responsible for breaking down the outfield fence and scoreboard if participating in the last game of the day.**

4.3 Scorekeeping Responsibilities – Both Teams

- Sign in and out sheet will be in each score keeping book, and each scorekeeper in the booth will sign in/out the score keeping box, PA system, and chairs. The last scorekeepers of the day will be responsible for putting all equipment away, including chairs and scorekeeping box in the proper place in the shed, along with returning the PA system into the snack bar
- **The HOME team** will be responsible for checking out the PA system from the snack bar area.
- **The VISITING team** will be responsible for returning the PA system to the Snack Bar area.

4.4 Prior to the start of the game managers must submit a completed line-up card and pitching eligibility log to scorekeeper and opposing manager with player’s jersey number, last name, first initial and position for each player for the 1st inning. Designated defensive positions will include: #1-Pitcher, #2-Catcher, #3-First Baseman, #4 -Second Baseman, #5 -Third Baseman, #6-Shortstop, #7-9- Left Field to Right Field

Note: If a team fails to perform all required field duties the team’s manager will be suspended for the next scheduled game, as determined by the Division Commissioner or VP of Operations

4.5 **In the event of rain** – Check the cypressyouthbaseball.org website for the latest information on game status. If games are going to be played, both teams will be required to send a group of parents to the field at least 2 hours before scheduled start to help get the fields ready.

5. GAME MANAGEMENT

- 5.1 There is no live batting practice. Soft toss into a net, whiffle balls/heavy balls and hitting sticks are permitted. Helmets must be worn by all players participating in pre-game batting drills.
- 5.2 **Time Permitting:** The visiting team shall take infield practice between 25 and 15 minutes before the game time. The home team shall take infield practice between 15 and 5 minutes before the game time. Pre-game practice on the game field will end 5 minutes before the scheduled start of the game.
- 5.3 Starting line-ups **must** be submitted to the scorekeeper at least **10 minutes** prior to the start of the game. Lineups shall list the **player’s number, last name, first initial, and position**. Managers will also exchange line-up at home plate prior to the start of the game.



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- 5.4 Playing time for games will be 6 innings. An official game is 4 innings. No new inning shall be started after 1 hour and 50 minutes.
- Time limits will be based upon actual start times as designated by the umpire. The official scorekeeper shall record the start time of the game as indicated by the umpire.
 - No time-limit can be enforced until a game has become "official." Should a time limit be reached before the minimum innings have been played, it shall continue until it has reached "official" status.
 - If there is no following game scheduled, the "no new inning" limit shall be extended if halting the game will result in a "suspended" game (see below).
 - At the discretion of the Board, time limits may be modified or removed for purposed of tournament play
- NOTE: Due to softball usage, the Pinto field has a hard curfew of 6:00 pm on Wed, Fri.**
- 5.5 Inning Run Limit: A team may score a maximum of five (5) runs in a regular inning and unlimited runs in any inning that is declared "open".
- An "open" inning shall be the 6th inning or any inning that begins after 1 hour and 40 minutes, as declared by the umpire.
 - **Exception to 5-Run Limit:** The inning run limit shall be waived in the case of an over-the-fence homerun. In this instance, all runners on base and the batter shall be allowed to score.
 - **Mercy Rules:** If the Visiting Team is leading by at least **15 runs after 3 complete innings**, or **10 runs after 4 complete innings**.
- 5.6 Suspended Games are defined as:
- Any game stopped before it has become "official" (curfew, weather, darkness, etc.)
 - Any "official game" halted during an incomplete inning with the score tied or in which the visiting team has gained the lead.
- Note:** Any game halted during an incomplete inning that does not meet the above conditions or after a complete inning with the score tied, will be considered complete with the final score being that at the time the game is halted. **Ties are permitted in Pinto play**
- 5.7 Suspended games shall be resumed from the point of suspension and played until
- a) If resuming from before the time limit, until the time limit is reached or game completed.
 - b) If resuming from beyond the time limit, until the current inning or 4 innings have been completed.
- "Suspended" games must be completed before the two teams can begin a new game between themselves.
- 5.8 Protests
- All protests must be submitted in accordance with the PONY Rule: 19-PROTESTS.
 - Properly submitted protests will be decided upon by a decisions committee consisting the following CYB Board members: 1) Division Commissioner, 2) Vice-President of Operations, 3) One additional Division Commissioner
- 5.9 There is no "infield fly"

6. GENERAL PLAYING RULES

- 6.1 Minimum Defensive Playing Time: Each player must play at least 2 innings in the field. An "inning" is defined as three outs.
- Minimum playing time rules do not apply to players that arrive after the game has started.
 - Minimum playing time rules are not enforceable for games halted before 5 defensive innings are completed.
- 6.2 The Manager will be suspended if any player does not receive the minimum defensive playing time. Any player not receiving the minimum defensive playing time shall play the next game in its entirety.
- Exceptions may be made if communicated with and approved by the division commissioner.



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6.3 Coaches may be subject to disciplinary action imposed by the CYB Board for multiple and/or intentional violations of the minimum defensive playing time rule.

7. PITCHING RULES

7.1 A pitcher is charged with the number of pitches in the specific calendar day and week in which they are pitched, regardless of whether they are local organization league games, the playoff of postponed games or suspended games, tie games, or exhibition games.

7.2 Pitchers must be removed from the game after throwing:

- 50 pitches in a calendar day

Exception: If a pitcher reaches a limit while facing a batter, the pitcher may continue to pitch until: (1) that batter completes his/her at bat; or, (2) The third out is made to complete the half inning.

7.3 **FALL BALL:** For the first 4 games; once the batter has acquired ball 4, the offensive coach will pitch to finish the at bat, until either a batted ball or put out/strike out occurs.

7.4 Pitchers removed from the mound may not return in a suspended game as a pitcher. Suspended games are defined in rule 5.7.

7.5 Rest is calculated as per calendar day

7.6 There are no “intentional” walks.

7.7 The Manager will be suspended for violating pitching rules.

- Exceptions may be made if communicated with and approved by the division commissioner.

7.8 Coaches may be subject to disciplinary action imposed by the CYB Board for multiple and/or intentional violations of the maximum pitching restrictions.

7.9 **Refer to Pony 2020 Rules 10-Pitching Rules Article D-Pitch Smart Chart Ages 7-8**

**The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during the start of that at bat. Provided that the pitcher is removed before delivering a pitch to the next batter

LEAGUE AGE	DAILY MAX PITCHES	REQUIRED REST (PITCHES)					
		0 DAYS	1 DAY	2 DAYS	3 DAYS	4 DAYS	5 DAYS
6 (CYB Only)	35	1-15	16-25	26-35	N/A	N/A	N/A
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A

*Any Approved Play Down Request players will be held to the maximum pitch count of the Division they are playing in.

8. BATTING RULES

8.1 A continuous batting order will be used for all games

8.2 Any player injured or absent must be declared so prior to the start of the game by the Manager.

8.3 Any player that becomes unable to bat due to injury or illness during the game, will have his/her batting position skipped for the remainder of the game without penalty.

- If a batter misses an at bat due to any other reason beside injury or illness, their next at bat will be recorded as an out. Any at bat afterward will be taken without penalty.
- Once a batter’s position is skipped during a game, that player may not participate on defense or offense for the remainder of the game.

8.4 Any player that arrives after the game has started may be added to the bottom of the line-up and bat for the remainder of the game.



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- 8.5 On-Deck batter circle is located next to the rear entrance of the team's dugout. The next batter must remain in the dugout
- 8.6 Pinto player pitch only – Bunting is authorized. There will be no bunting with coach pitch. A slash bunt is defined as a player showing bunt at any time during the pitch and then swinging at that same pitch. Slash bunting is not permitted. If a player is determined by the umpire to have performed a slash bunt or attempted a slash bunt, it will result in an immediate out.

9. BASERUNNING RULES

- 9.1 **There is no "leading off"**. Baserunners shall remain in contact with the base until the release of the ball from the pitcher's hand on a pitched ball. Penalty: Should a runner leave early, the runner shall immediately be declared "out" and the ball becomes dead.
- 9.2 Runners may steal 2nd base, 3rd base, and home plate but can only advance one base on any steal attempt, unless awarded an additional base due to the ball leaving the playing field.
- 9.3 There is no head first sliding into any base, unless player is diving back to the base.
- 9.4 A pinch-runner may be used for any player on base that is injured during the course of a play.
 - This player shall remain in the game until his/her batting position is skipped, at which time the player may not participate in the game further
 - Any player removed for a pinch runner a second time in the same game may not participate in the game further
- 9.5 The designated "pinch-runner" shall be the last player put out.
- 9.6 Pinch runner is allowed for the catcher with 2 outs, must be last out.

10. EJECTIONS

- 10.1 Any Coach or Player ejected from a game for unsportsmanlike conduct must (Player can only leave if parents are present) leave the field and immediate vicinity. Failure to do so may result in forfeiture of the game. Additionally, any ejected Coach/player shall be assessed the following penalties.
 - For their first offense, the offending individual shall be suspended for their next game.
 - For a second offense in the same season, the offending individual shall be suspended for their next three games and up to the remainder of the season based on Board Review.
- 10.2 Suspended players are required to be present at any suspended games (and remain in the dugout) but cannot participate.
- 10.3 Suspended coaches may not be physically present or in contact with anyone at the game-site.
- 10.4 Ejections due to illegal substitution or illegal bat usage shall be subject to the Official PONY Rulebook penalties – the player and manager will be suspended for the team's next scheduled game.
Note: This type of ejection shall not be considered unsportsmanlike conduct – thus the coach/player would not be subject to the multiple game suspensions outlines in Section 10.1.

Same rules apply for FALL BALL unless otherwise noted.