



Cheektowaga Youth Baseball

2020 General House Rules

General

1. Scheduled Start Time

- a. All games will start at the **scheduled start time** specified on the website unless otherwise stated to both coaches at the beginning of the game (such as in the event of a delay due to weather or field availability).

2. Forfeit Rule

- a. In the event that a team does not have enough players to begin the game at the **scheduled start time** they will be given a 15 minute delay. If after the 15 minute delay the required number of players are still not available they will forfeit the game and it will be scored 1 – 0. In the event that neither team has enough players to begin the game both teams will forfeit and the game will be scored 0 – 0. There will be **NO EXCEPTIONS** permitted.
- b. 8 players are necessary to start a game. Game umpire will wait 15 minutes from **scheduled start time** before a forfeit is declared if less than 8 players are present.
- c. Teams must finish a game with a minimum of 8 players, otherwise forfeit.

3. Time Limit Rule

- a. No new inning may be started if 2 hours 15 minutes from the **scheduled start time** has elapsed.
- b. The last inning will be declared if 2 hours from the **Scheduled Start Time** has elapsed.
 1. If the away team is currently at bat, the current inning will be declared the last inning.
 2. If the home team is currently at bat, the next inning will be declared the last inning.
- c. Innings started before 2 hours 15 minutes from the **Scheduled Start Time** has elapsed may continue to play as long as conditions remain safe. An on-site board member, not involved in the game, shall make the determination of whether or not it is safe to continue. In the absence of a board member, the umpire shall make the determination. The decision is final and may not be disputed.
- d. New innings will be considered started at the time the last out is recorded in the previous inning or when the 6th batter scores, whichever occurs to end the inning.

4. No person shall intentionally delay the game for the purpose of exploiting this rule.

- a. 1st violation in a game – A warning will be issued to both benches.
- b. 2nd violation in a game – Offending team will start the inning with 1 out.
- c. Additional violations in a game – Offending team will forfeit.

5. Managers should exchange lineups at least 10 minutes prior to the **scheduled start time** of each game.

6. Umpires shall call both team managers and team captains to the plate for a pre-game meeting at least 5 minutes prior to the **scheduled start time** of each game.

7. No player may enter the game after the completion of the 2nd inning of the game.
 - a. Late arriving player must be announced to the other coach prior to the first pitch.
 - b. Late arriving players must bat last in the line-up.
8. The Official Professional Baseball rules will apply except as noted.
9. No head first slides, offending player is out. May return to bases head first.
10. No jewelry, including but not limited to watches, "Phiten necklaces", earrings, rings, necklaces, hairclips, etc.
11. A regulation game shall consist of four (4) innings (3 ½ innings if the home team is winning) for all six (6) inning games. Games called after regulation shall be final.
 - a. There shall be no suspended games unless called due to weather
 - b. If game is called due to weather, it will be restarted from the start.
12. In the event that a game is tied after the regulation number of innings has been played, teams will play additional innings to break the tie only if the time limit has not expired. If the time limit has expired, the game will be officially considered a tie. For standings purposes, a tie will be recorded as a half game won and a half game lost.
13. **Mercy Rule**
 - a. 15 run mercy rule after 4 innings (3 ½ innings if the home team is ahead).
14. Coaches are responsible to ensure their players are ready to take the field immediately after the inning is completed. Defensive positional lineups should be completed and players assigned prior to the last out of the offensive inning.
 - a. Courtesy rule in effect for catchers. If the player scheduled to play catcher in the next inning is on base with 2 outs, they must be replaced by the last batted out.
 - b. If a catcher is not ready for warming up a pitcher a coach must do so .
 - c. Time between innings should not exceed 5 minutes.
15. Managers may request the use of farm club players in the event that their team will not have enough players for a game. A maximum of 3 farm club players may be requested for a game.
 - a. Farm players cannot pitch or catch.
 - b. Farm players may only play in the outfield. If only 5 regular team players are available, 1 farm player may play the infield. **NO EXCEPTIONS!**
 - c. If a Farm player is requested, and is present they must be played.
 - d. Cannot sit more that 1 inning at a time.
 - e. Farm players cannot alternate with the same regular team member for the entire game.
 - f. Must wear a different uniform than team playing for.
 - g. Must bat at the bottom of the batting order.
 - h. No team may continuously call up the same player unless no other players are available, even if the player is a sibling of another player.
 - i. Farm players must be currently registered for Cheektowaga Youth Baseball and must be from the division immediately below.
 - j. Any team that does not follow the Farm Club Policy will forfeit all games that the policy was not followed and the Manager will receive a 1 game suspension for each game that the policy was not followed.

16. When a player is caught throwing a bat the umpire shall issue a warning to the player. A 2nd incident will result in an out.
 - a. This is a player foul and a warning shall only apply to the offending player (not the entire team)
 - b. A warning cannot be issued unless a foul has occurred during the current game.
17. Throwing of any other equipment will not be tolerated
 - a. 1st incident = warning
 - b. 2nd incident = removal from game
 - c. Repeated incidents throughout the season will result in a 1 game player suspension.
18. The Manager or one of his representatives will be limited to one defensive conference per inning. Additional stoppages of play by the defensive team other than as a result of an injury to a player or equipment problems will result in a charged defensive conference and the removal of the pitcher for the remainder of the game. (*This does not apply for the 8 & under divisions*)
19. Excessive force on the base paths, as determined by the umpire, will result in the offending runner being called out
 - a. Runner must attempt to avoid collisions at all times.
 - b. Any runner attempting to dislodge the ball from a defensive player as the result of a collision shall be called out.
 - c. If it is determined the runner attempted to injure, the offending player will be ejected from the game.
 - d. The runner **must slide** if there is a play at home plate otherwise will be OUT!
20. A defensive player will not obstruct the base path unless attempting to field the ball.
21. No fake tags, dead ball
22. No hidden ball tricks, dead ball.
23. No blocking base unless in possession of the ball.
24. No player will sit 2 consecutive innings
25. No player will sit every other inning.
26. Unlimited player substitutions.
27. **No protests shall be allowed.** Rule interpretations shall be made by the on-site Official or by the umpire if no official is available. **All decisions are final!**
28. An injured player who leaves the game cannot return to the batting order until played the field for an inning. No out will be charged for a player that misses his turn at bat due to injury, he is simply skipped.

Equipment

1. Each home team shall provide 2 new game balls for each game played. Additional balls must be made available as required.
2. All Male players must wear a protective cup.
3. The Batter, all base runners, and the on deck batter must wear batting helmets.
4. **Metal spikes** are not allowed.
5. Only bats that meets the new USA Baseball standard and are marked appropriately are permitted for play in the 8U, 10U, and 12U house divisions.
 - a. For the 2019 season only
 - i. Players caught using an illegal bat during the first 3 games of the season will be given a warning and will be required to use a legal bat. A 2nd violation in the same game by the same player or any other player using the same bat will be declared an out.
 - ii. Beginning with the team's 4th game, players caught using an illegal bat will be declared out.

Pitching

1. A pitcher who hits 2 batters in one inning or 3 batters in a game, whichever happens first, will be removed as a pitcher for the remainder of the game.
2. Two defensive conferences with the same pitcher in one inning will result in the removal of the pitcher for the remainder of the game.
3. Warmup Pitches
 - a. Not to exceed 8 pitches for a new pitcher.
 - b. Not to exceed 5 pitches for returning pitcher.

Pitch Smart Pitching Guidelines

Cheektowaga Youth Baseball, Inc. is proud to adopt the philosophies and principles of the Major League Baseball / USA Baseball Pitch Smart Program.

The Pitch Smart Program was designed by experts to help young players reduce arm injuries by providing a comprehensive resource for safe pitching practices. This series of practical age-appropriate guidelines is intended to help parents, players and coaches make educated decisions about how to approach pitching.

Please review the included Pitch Smart guidelines. It is our intent to completely comply with the recommendations presented in those guidelines. The current pitching rules for all of the player pitch divisions were designed with this in mind. We will continue to evaluate our current rules and will adjust them in future revisions as needed.

Please consider the Pitch Smart guidelines during the season. If our current pitching rules are not accomplishing our goal of complete compliance please remove the pitcher from play and notify us about the issue so that we can address it.

Umpires

1. Cheektowaga Youth Baseball has a Zero Tolerance Policy regarding verbal and/or physical abuse of umpires. No warnings are issued. Be respectful towards them at all times. All incidents are reviewed by league officials and may result in suspension of coaching privileges.
2. Many of our umpires are teenagers and are learning to officiate the game just like the players are learning to play the game. They are all required to attend training but it is guaranteed that you will not agree with every call. They are human and sometimes are out of position to see the play clearly and occasionally even make mistakes.
3. At no time should anyone other than the team manager discuss the result of a play or a call with the umpire.
4. Umpires will not reverse their calls. If you feel that an error occurred the team manager may calmly, and in a natural tone of voice, speak with the umpire, with the manager of the other team present, between innings.
5. Any issues with an umpire should be brought to the attention of the division commissioner. He will address the issue with the Head Umpire.
6. Team Managers are responsible for the behavior of the parents and the fans in attendance for their game. Please address any issues with them immediately.
 - a. If an issue arises and the umpire ejects a fan, game play will not continue until they have left. If they refuse to leave, the police will be called and the team will forfeit the game.
7. Team Managers are required to sign the Umpire Pay Sheet following every game. Refusal to do so will result in a conference with league officials and may result in suspension of coaching privileges.
8. Clarify all questions with the umpires or interleague officials before the game starts.

Please see each separate age division specific rules for additional rules that may apply.