

Carmel Unified Youth Baseball



Red Book of Local Rules

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TABLE OF CONTENTS

i.	CODE OF CONDUCT	Page 1
	a. PROFANITY, DRUGS, ALCOHOL, & SMOKING _____	1
	b. SPECTATORS _____	1
	c. TAUNTING, SINGING, & CHANTING _____	1
	d. RESPECT FOR UMPIRES _____	1
	e. EJECTION FROM GAMES _____	1
	f. 48 HOURS TO REPORT RULES VIOLATIONS _____	1
	g. PARENTS _____	1
	h. PHYSICAL CONTACT WITH PLAYERS _____	1
	i. LEAGUE’S RIGHTS _____	1
	j. CELL PHONES _____	1
ii.	GENERAL LEAGUE RULES	Page 2
	a. RULE BOOKS _____	2
	b. LOCAL RULES _____	2
	c. APPLICATION OF RULES _____	2
	d. TOURNAMENT TEAMS _____	2
	e. N.Y.S.C.A. CERTIFICATION _____	2
	f. PRE-GAME PROCEDURES _____	2
	g. EQUIPMENT _____	2
	h. PLAYER PARTICIPATION IN OTHER LEAGUES _____	3
	i. APPROVED COACHES _____	3
	j. TEAM SPONSORS AND DONORS _____	3
	k. EXECUTIVE COMMITTEE _____	3
	l. NUMBER OF COACHES _____	3
	m. DUGOUT ORGANIZATION _____	3
	n. COACH SELECTION AND TEAM BUILDING _____	3
iii.	DIVISION RULES	Page 4
	a. TIME LIMIT _____	4
	i. Shetland _____	4
	ii. Pinto _____	4
	iii. Mustang _____	4
	iv. Bronco _____	4
	v. Pony _____	4
	b. TIED GAMES _____	5
	c. OFFICIAL TIME _____	5
	d. RULES OF PLAY _____	5
	i. Shetland _____	5
	ii. Pinto Minor _____	5
	iii. Pinto Major _____	5
	e. PLAYER PARTICIPATION _____	5
	i. Shetland _____	5
	ii. Pinto Minor _____	5
	iii. Pinto Major _____	6

	iv. Mustang and Bronco and Pony _____	6
f.	NUMBER OF PLAYERS _____	6
	i. Shetland _____	6
	ii. Pinto Minor _____	6
	iii. Pinto Major _____	7
	iv. Mustang and Bronco and Pony _____	7
g.	LATE ARRIVALS _____	7
h.	PITCHING _____	8
	i. Shetland _____	8
	ii. Pinto Minor _____	8
	iii. Pinto Majors _____	8
	iv. Mustang _____	9
	v. Bronco _____	10
	vi. Pony _____	10
i.	SLIDING RULE _____	10
	i. Shetland _____	10
	ii. Pinto _____	10
	iii. Mustang and Bronco and Pony _____	10
j.	HOME TEAM DUGOUT _____	11
k.	HOME TEAM & SCOREKEEPERS _____	11
	i. Shetland _____	11
	ii. Pinto _____	11
	iii. Mustang and Bronco and Pony _____	11
l.	BASE RUNNERS _____	11
	i. Shetland _____	11
	ii. Pinto Minor _____	11
	iii. Pinto Major _____	11
	iv. Mustang _____	12
m.	DEFENSIVE CHANGES _____	12
n.	NO CATCHER RULE _____	12
o.	INFIELD FLY RULE _____	13
p.	INTENTIONAL WALKS _____	13
q.	CONTINUOUS BATTING ORDER _____	13
r.	DROPPED THIRD STRIKE _____	13
s.	TRICK PLAYS _____	13
t.	BAT THROWING _____	13
u.	CATCHER RULE _____	14

iv. DIVISION CHAMPIONS _____ Page 14

v. GRIEVANCE POLICY _____ Page 14

a.	PROTEST _____	14
b.	COMPLAINTS _____	14
c.	GAME PROTEST _____	14

vi. PLAYER DRAFT RULES AND PROCEDURES _____ Page 15

a.	CONFIDENTIALITY OF DRAFT DATA _____	15
b.	DRAFT EACH SEASON _____	15
c.	PLAYER EVALUATIONS _____	15
d.	TEAM SELECTION _____	15
e.	LATE SIGN-UPS _____	15
f.	SUGGESTED MIN/MAX NUMBER OF PLAYERS _____	16

CODE OF CONDUCT

PROFANITY, DRUGS, ALCOHOL, & SMOKING

The use of profanity, alcohol, drugs, or tobacco on the playing field or in the dugout during league games, non-league games, All Star competition or practices is strictly forbidden. Smoking is prohibited at all parks including parking lots. The umpire or League officials will eject violators of this policy.

SPECTATORS

Spectators are encouraged to cheer for all the athletes on the field. Positive comments and encouragement of the teams is welcomed. Voicing loud, negative opinions of umpires, managers or players will not be condoned by Carmel Unified Youth Baseball. Team managers and coaches are responsible for controlling their partisan fans. Umpires or league officials may take appropriate action, including warning and/or ejection of individuals not in compliance with this policy.

TAUNTING, SINGING, & CHANTING

Spectators, coaches, and players shall not taunt players in the field. They may give positive encouragement to batters as long as the opposing pitcher is not being harassed or distracted in any manner. Carmel Unified Youth Baseball players or coaches are not permitted to chant or sing. Absolutely no taunting or distracting of the pitcher or catcher is permitted by any base runner at any time.

RESPECT FOR UMPIRES

Only the team manager will engage in discussion with the umpire. Such discussion will be with normal tone and volume of voice. Managers are to conduct themselves in a non-threatening manner before, during, and after discussions with the umpire. Person-to-person contact, throwing or kicking dirt or other unsportsmanlike antics are grounds for Board action. Coaches, parents, and spectators are not to talk to the umpires during the game. Members of Carmel Unified Youth Baseball and spectators shall be respectful in all comments to umpires regardless of personal feelings about calls or the umpire's personality.

EJECTION FROM GAMES

The ejection of a coach, parent, spectator, or player from a game for any reason will automatically lead to the suspension of that individual from the next scheduled game. No exceptions. In addition, the Board may take other action.

48 HOURS TO REPORT RULES VIOLATIONS

Coaches, managers, and league officials who witness games or practices where inappropriate acts occur or League policies/rules are violated must report the incident to the appropriate Division Director, Vice President or President within 48 hours. Failure to report an incident or violation can lead to Board action.

PARENTS

Parents are encouraged to report inappropriate acts to team manager or coach. If not given a satisfactory response, they should report the incident to the Division Director. If not given a satisfactory response by the Division Director, then the incident should be reported to the Vice President. If not given a satisfactory response by this individual, then the incident may be reviewed at a special or regularly- scheduled Board meeting.

PHYSICAL CONTACT WITH PLAYERS

League officials and coaches must be cautious in how they touch players. Inappropriate contact will not be tolerated. Keep in mind that parents and children can easily misinterpret even innocent touching by a coach.

LEAGUE'S RIGHTS

The League's rights involve but are not limited to the fact that the Board of Directors has the authority to suspend or revoke the right to play or otherwise participate in the league for the current season and/or future years any player, parent/guardian, manager or coach whose conduct violates commonly accepted standards of sportsmanship, behavior, attitude or decorum either on or in the area of the playing field or away from the playing field. Such authority may be exercised by a simple majority vote of the Board members present at any regularly scheduled or special meeting. Such a vote is not subject to appeal during the current season.

CELL PHONES

Cell phones, pagers, or any other type of communication device cannot be used in the dugouts or on the field of play.

GENERAL LEAGUE RULES

RULE BOOKS

The rules governing play and policies for Carmel Unified Youth Baseball are contained in separate documents and are to be applied in the following order:

- Carmel Unified Youth Baseball Red Book of Local Rules
- Inter-league rules may supersede the Red Book during Inter-league play.
- PONY Baseball Rules and Regulations
- Sporting News Edition of Major League Rules

LOCAL RULES

The Local Rules in this document are intended to supplement and, when in conflict, to supersede other sources.

APPLICATION OF RULES

These General League Rules apply to all divisions unless otherwise noted. Local Rules may be amended from time to time (including in-season) by a 2/3rds vote of the Board of Directors. Also, the Board will make other rule interpretations by majority vote if required.

TOURNAMENT TEAMS

Carmel Unified Youth Baseball teams shall not be entered into tournaments without approval of the Board of Directors. Tournament teams shall be selected in accordance with applicable rules and regulations. Carmel Unified Youth Baseball All Star teams shall be red, gray or white, with the appropriate uniforms unless otherwise directed by the Board.

N.Y.S.C.A. CERTIFICATION

All managers and base coaches during a Mustang, Bronco or Pony Carmel Unified Youth Baseball game must be N.Y.S.C.A. certified in baseball.

PRE-GAME PROCEDURES

Each team shall have up to 10 minutes before game time for infield/outfield warm-ups, with the visitors going first and the home team last. The home team remains on the field to start the game. Except for infield practice, all players shall remain off the infield during warm-ups. All outfield warm-ups not part of the infield pre -game warm-ups shall be perpendicular to the outfield foul line. Each team must exchange lineups with the opposing team and, if required, with the umpire.

EQUIPMENT

Helmets

Helmets are required for all batters and base runners. PENALTY: non participation for player until compliant.

Shetland, Pinto and Mustang Divisions

Helmets with Full Cage Face Guards are required. PENALTY: non participation for player until compliant.

Bronco Division

Helmets with Full Cage Face Guards or Face Guard "C Flap" is required. PENALTY: non participation for player until compliant.

Pony Division:

Helmets with Full Cage Face Guards or Face Guard "C Flap" are recommended but not required.

Cleats

Metal cleats are not permitted in the Shetland, Pinto, Mustang, and Bronco Divisions during the regular season. Metal cleats are optional for Pony Division. Metal cleats are not allowed in Mustang/Bronco during intercity play even if the intercity rules allow them.

Athletic Supporter

The league highly recommends all players wear a gender specific protective cup at all times, at all positions. Players playing the catcher position are required to wear a protective cup at all times.

PLAYER PARTICIPATION IN OTHER LEAGUES

Players active in the Carmel Unified Youth Baseball program may not participate in other PONY baseball leagues unless the other program ends prior to the beginning of the Carmel Unified Youth Baseball program or begins after the players last regular season or All Star game. In addition, the Board of CUYB, at its discretion based on a majority vote, may suspend and/or revoke the right to play in CUYB of any player who has excessive unexcused absences.

APPROVED COACHES

A Carmel Unified Youth Baseball-approved manager or coach must be present to represent each team at every game and practice. Prior approval by the Board of Directors and N.Y.S.C.A. certification is required for additional coaches.

TEAM SPONSORS AND DONORS

Team sponsors and individuals that donate to the league will not be given special consideration in draft procedures. Team sponsors will be assigned after teams are selected.

EXECUTIVE BOARD

An Executive Board shall consist of the League President, Vice President, and one other Board Member selected by the Board of Directors. The Executive Board shall be constituted to resolve complaints lodged by any member of the League. All members of the Executive Board shall have served at least one year on the Board.

NUMBER OF COACHES

Each team will be assigned one coach and one manager. During games one additional coach may be on the field provided he/she is approved by the Board and is N.Y.S.C.A. certified. All managers and coaches must follow league guidelines and procedures (i.e. attend N.Y.S.C.A. clinics or on-line courses, follow Redbook of Rules and the Parents Handbook, etc.). An additional “dugout coach” (beyond the three noted above) can assist the team during a game, including in the bullpen area. This “dugout coach” does not need to be N.Y.S.C.A. certified.

DUGOUT ORGANIZATION

Only team members, manager, coaches (assistant, additional and/or dugout coach; a total of three adults) shall be allowed in the dugout at any one time during a game. All coaches must be NYSCA Certified to be on the field. (A team’s scorekeeper should be outside the dugout unless the scorekeeper is one of the three manager/coaches who are keeping score). Team representatives shall wear a team hat to aid in identification. First violation of this rule will result in a warning to the manager and notification to the Board. Second and subsequent violations of this rule will result in the suspension of the manager from the following game. (Suspension means that the manager will not be allowed to participate in any on field capacity during the following game).

COACH SELECTION AND TEAM LOADING

All managers and coaches must be approved prior to the start of the season. The Board will consider coach pairings, based on recommendations by the Division Directors, in an effort to discourage team loading. The Board would prefer rookie and experienced coaches be assigned to each team in an effort to ensure a continuous pool of experienced coaches for each level of play.

Managers and coaches with prior Carmel Unified Youth Baseball approval and positive experience may be given consideration over new coaches in the approval process. The Board will consider participation in league activities when selecting coaches. Coaches serve at will of the board or executive committee. The Board will approve managers and coaches by secret ballot. Approval requires simple majority vote.

A suspended coach may request a hearing under GRIEVANCE POLICY listed below unless otherwise noted.

DIVISION RULES

TIME LIMIT

Shetland

- 1 hour or 6 innings, whichever comes first. No inning may start after the one-hour limit.

Pinto Minor

- 1 hour or 6 innings, whichever comes first. No inning may start after the one-hour limit.

Pinto Major

- 1 ½ hours or 6 innings, whichever comes first. No inning may start after the 1 ½ hours limit.
- Time between ½ innings will be 2 Minutes.
- Pitchers will receive maximum 8 warm-up pitches.
- Warm up is to begin no earlier than 30 minutes prior to a weekday game and 45 minutes prior to a weekend game.

Mustang

- 2-hours or 6-innings, whichever comes first.
- Time between ½ innings will be 2 Minutes.
- Returning pitchers will receive 5 warm-up pitches, new pitchers will receive maximum 8 warm-up pitches.
- Games tied at the end of 6-innings will be played up to the 9th inning or the 2-hour time limit whichever comes first.
- A half inning will end when either 3 outs are made or 5 runs have scored. After the 5th run scores, play ends. EXCEPTION: Unlimited Scoring is allowed in the 6th inning, any extra inning, or any inning that begins 1 hour and 40 minutes after the start of the game.
- When an inning is an “Unlimited Scoring Inning”, the umpire must announce that the inning is considered an “Unlimited Scoring Inning”.
- There is no 10 run mercy rule at the Mustang level.
- If an inning starts before the time limit expires, the entire inning is to be completed.
- A new inning is determined to have started once the third out in the previous inning has been recorded.
- No inning may start after the two-hour limit, even if the game is tied.
- Warm up is to begin no earlier than 45 minutes prior to a weekday game and 60 minutes prior to a weekend game.

Bronco

- 2-hours and 15 minutes, or 7-innings whichever comes first.
- Time between ½ innings will be 90 seconds.
- Returning pitchers will receive 5 warm-up pitches, new pitchers will receive maximum 8 warm-up pitches.
- Games tied at the end of 7-innings will be played up to the 9th inning or 2 hour and 15 minute time limit, whichever comes first.
- A half inning will end when either 3 outs are made or 7 runs have scored. After the 7th run scores, play ends. EXCEPTION: Unlimited Scoring is allowed starting in the 5th inning
- There is no 10 run mercy rule at the Bronco level.
- If an inning starts before the time limit expires, the entire inning is to be completed.
- No inning may start after the 2 hour and 15 minute limit, even if the game is tied. A new inning is determined to have started once the third out in the previous inning has been recorded.
- Warm up is to begin no earlier than 45 minutes prior to a weekday game and 60 minutes prior to a weekend game.

Pony

- Pony Division will follow Intercity rule book.

TIED GAMES

A completed game (as defined by the “PONY Baseball Book of Rules and Regulations” and applicable local rules) that is tied when called due to time limit, darkness, inclement weather or other circumstances shall be listed in the respective league standings as 1/2 win and 1/2 loss. A game stopped before it is a complete game (as defined in the “PONY Baseball Book of Rules and Regulations”) due to time limit, darkness, inclement weather or other circumstances that is tied shall be considered a suspended game and shall be resumed from the point of curtailment at a time scheduled by league officials.

OFFICIAL TIME

The official time is to be kept by the official scorekeeper. The official time starts with the first pitch of the game. After the first pitch is thrown the umpire will announce the official start time to the scorekeeper and both coaches.

RULES OF PLAY

Shetland

- Every player on a team bats in their half of the inning. Outs will NOT be recorded, all batters will be considered safe at all bases. A half inning ends when all players on the team at bat have batted.

Pinto Minor

- There is no scorekeeping in Pinto Minor. No league standings will be kept in Pinto. Every player on a team bats in their half of the inning during the first inning of each game. In subsequent innings, play continues until either three outs have been recorded or every player has had a chance to bat once, whichever comes first. It is up to the manager of the team at bat to ensure that no players bat twice in the second and subsequent innings. Disregarding this rule or a continuing pattern of “miscounting” may lead to a manager’s removal from the team.

Pinto Major

- There is no scorekeeping in Pinto Major. No league standings will be kept. Play continues in each ½ inning until either three outs have been recorded or every player has had a chance to bat once, whichever comes first. It is up to the manager of the team at bat to ensure that no players bat twice in all innings. Disregarding this rule or a continuing pattern of “miscounting” may lead to a manager’s removal from the team.

PLAYER PARTICIPATION

Shetland

- ALL TEAM MEMBERS WILL PLAY IN THE FIELD.
- Outfielders must be positioned at least 10 feet behind the baselines when the batter is up to bat.
- First baseman is required to wear a helmet with face guard.
- All hits will be limited to a single by the runner. Exception: For a ball hit over the fence, the batter may run the bases; or for a ball that bounces over the fence a ground double will be awarded.

Pinto Minor

- ALL TEAM MEMBERS WILL PLAY IN THE FIELD.
- Players should play all normal baseball positions. No more than 6 players shall play in the infield, including a catcher*, and pitcher’s helper. No player may play the same infield position for more than 1 inning in a game. However coaches may need and can use players 2 innings at the same position for safety reasons at the 1st base position or catcher position only. Exception to all the above: games that exceed five innings.
- There will be no “Rover” position unless the team has more than 10 players. In case of a Rover, he/she is to play as the 4th outfielder.
- The coach pitching on the field will act as the umpire; he/she will have final say in outs and runner advancement.
- Outfielders must be positioned at least 25 feet behind the baselines when the batter is up to bat.
- At the start of the season, the catcher position will not be used. The Division Director, after consulting with Pinto Minor coaches, will determine when to shift to including the catcher position.
- When the catcher position is used, the catcher* must remain in the “catching position” and not chase passed balls. The coach helper behind the plate will retrieve the balls and place in a bucket to not slow the game down. The coach on the pitching mound will also have a bucket of balls to keep the game moving. Catchers should only throw the ball back to the pitcher if the pitch is caught clean or directly in front of him/her.

PLAYER PARTICIPATION (cont)

Pinto Major

- ALL TEAM MEMBERS WILL PLAY IN THE FIELD.
- Players should play all normal baseball positions. No more than 6 players shall play in the infield, including a catcher, and pitcher position. No player may play the same infield position for more than 1 inning in a game. However coaches may need and can use players 2 innings at the same position for safety reasons at the 1st base position or catcher position only. Exception to all the above: games that exceed five innings.
- There will be no “Rover” position unless the team has more than 10 players. In the case of a Rover, he/she is to play as the 4th outfielder.
- The coach in the “Coach-Pitch” position, on the field, will call balls and strikes and will act as the umpire; he/she will have final say in outs and runner advancement.
- Outfielders must be positioned at least 25 feet behind the baselines when the batter is up to bat.
- Catcher must remain in the “catching position” and not chase passed balls. The coach helper behind the plate will retrieve the balls and place in a bucket to not slow the game down. The coach on the pitching mound will also have a bucket of balls to keep the game moving. Catchers should only throw the ball back to the pitcher if the pitch is caught clean or directly in front of him/her.
- At the coaches discretion, based on safety and development, the coach reserves the right to force all “Coach Pitcher” over a kid pitcher at any players at bat.

Mustang, Bronco and Pony

- Each player must play 4 innings in the field per game (defined as 12 defensive outs).
Penalty: Forfeit game.
Exceptions:
 - 4-inning rule does not apply to late arrivals or injured players.
 - The 4-inning rule is automatically reduced to 2 innings if game is called due to time limit.
 - Players who do not complete 4-innings in the field must start the next game and play 4 continuous innings in the field.
 - EXCEPTION: Disciplinary actions taken by the coach. The opposing manager / coach should be notified of the action as soon as possible if a player is sitting out due to disciplinary action. Following the game, the manager must notify the Vice President that disciplinary action was taken.
 - Mustang, Bronco and Pony playing intercity games shall follow intercity rules.

NUMBER OF PLAYERS

Shetland

- Unlimited.
- All players must be registered in CUYB.

Pinto Minor

- If a team has less than 9 players, the catcher position will be eliminated.
- If a team can't field 8 players, up to 2 players can be borrowed. A borrowed player(s) must come from the opposing team. Borrowed player(s) from the opposing team should be the individual(s) who made the final out(s) in the preceding inning.
- Borrowed players will play only in the outfield and will not bat for the borrowing team.
- A borrowed player may not replace a regular team member who is either present for the game or who arrives late. If a player arrives late, he/she must immediately take the place of the borrowed player.
- The first borrowed player must play the outfield position closest to the lending team's dugout. The second borrowed player will play the opposite field.
- No automatic out is called for the borrowed player's position in the batting order.

NUMBER OF PLAYERS (cont)

Pinto Major

- If a team can't field 9 players, up to 3 players can be borrowed. A borrowed player(s) must come from the opposing team. Borrowed player(s) from the opposing team should be the individual(s) who made the final out(s) in the preceding inning.
- Borrowed players will play only in the outfield and will not bat for the borrowing team.
- A borrowed player may not replace a regular team member who is either present for the game or who arrives late. If a player arrives late, he/she must immediately take the place of the borrowed player.
- The first borrowed player must play the outfield position closest to the lending team's dugout. The second borrowed player will play the opposite field, and the third borrowed player will play center field.
- No automatic out is called for the borrowed player's position in the batting order.

Mustang, Bronco and Pony

- If a team can't field 9 players, up to 3 players can be borrowed. A borrowed player(s) must come from the opposing team. Borrowed player(s) from the opposing team should be the individual(s) who made the final out(s) in the preceding inning.
- Borrowed players will play only in the outfield and will not bat for the borrowing team.
- A borrowed player may not replace a regular team member who is either present for the game or who arrives late. If a player arrives late, he/she must immediately take the place of the borrowed player.
- The first borrowed player must play the outfield position closest to the lending team's dugout. The second borrowed player will play the opposite field, and the third borrowed player will play center field.
- When a borrowed player's turn "on deck" arrives, the player who made the last out in that inning for the loaning team will replace that player in the outfield. The intent is that no player loaned to the borrowing team shall miss an at bat for their team.
- No automatic out is called for the 1st borrowed player's position in the batting order.
- An automatic out is called for the 2nd borrowed player's position in the batting order only, even if the 2nd borrowed player's position is not filled. In other words if a team has 7 or fewer regular players show up, that team cannot avoid taking an automatic out. A team with fewer than 8 regular players can be charged a maximum of three automatic outs per game. The automatic outs are to be charged the first three times through the lineup.
- A Team must field 8 players, including borrowed player's to avoid forfeit.
- The game will be forfeit if less than 6 regular members of the team are present.

LATE ARRIVALS

In Mustang, Bronco and Pony Divisions players are considered late if not in uniform and ready to play when the umpire starts the game clock. Late arriving players must play 3 outs in the field to be qualified to bat. Players arriving late shall be added to the last position in the lineup as soon as they qualify to bat. The official scorekeeper and opposing manager are to be notified immediately when players arrive after the game begins. In the Shetland and Pinto Divisions players can join the team and be placed into the field or line-up at any time. Late arriving players should be added to the bottom of the batting order.

PITCHING

NOTE: All pitch count limits are now set by age, not by division, according to the following chart. This will be elaborated one below for each division. Rest days are calculated as calendar days following the day of pitching. Example: a 10 year old who pitches 36 pitches on a Tuesday, would be eligible to pitch again on Friday (after resting two days, Wednesday and Thursday).

Age	Daily max (pitches in game)	REQUIRED REST (PITCHES)					
		0 Days	1 Days	2 Days	3 Days	4 Days	5 Days
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	60	1-20	21-35	36-50	51-60	N/A	N/A
11-12	70	1-20	21-35	36-50	51-65	66-70	N/A
13-14	90	1-20	21-35	36-50	51-65	66-90	N/A

Shetland

- Batters will hit off the tee.
- At coaches discretion Five (5) soft toss pitches will be thrown to each batter. If the ball has not been put into play with 5 pitches, the batter must hit from the batting tee.

Pinto Minor

- Coaches will pitch to their own team. Every attempt should be made to have the batter hit a thrown pitch. 4 pitches will be thrown to each batter. If the ball has not been put into play within 4 pitches, then 4 soft toss will be thrown. If the ball still has not been put into play the batter must hit from the batting tee.

Pinto Major

- During the first weeks of the season while players are acclimating to pitching, Pinto Major will use the Pinto Minor pitching rule above. The Division Director, in consultation with Pinto Major coaches, will determine when to shift to allowing players to pitch.
- No balk rules will be enforced.
- No curve balls. PENALTY: 1ST time – No pitch & warning/ 2nd time – No pitch & pitcher removed from the mound.
- Once a pitcher is removed from the mound for any reason, he/she cannot return to the mound the next inning.
- Only 1 pitcher is allowed to pitch per ½ inning. If the pitcher is removed the “Coach-Pitcher” will finish out the rest of the ½ inning.
- Pinto Major pitcher can pitch a maximum of 1inning per game. A single pitch to a batter constitutes having pitched an inning.
- Pinto Major pitcher may pitch a maximum of 4 pitches per batter. If the ball has not been put into play with 4 pitches, then a coach will pitch in place of the pitcher.
- Pinto Major pitcher can only pitch twice per week (2 different games, 1 inning each)

- If Pinto Major pitcher strikes out a batter (within the four “kid pitcher” pitches) then the batter is out. If after four pitches the at bat is still going on, then coach comes in and throws 3 overhand, and if necessary goes to 3 soft toss. If after 10 pitches (including kid/player pitches) the ball isn’t put into play, then the batter is out. However the coach has the discretion to determine if he gave the batter “good” pitches to hit, and throw an extra pitch or two maximum if necessary. A player who is fouling off pitches is allowed to keep batting for 2 more pitches if the 10th pitch is batted foul.
- Coaches will track their pitcher’s pitch counts and abide by the pitch maximums and rest day rules outlined in the chart above for 7-8 year olds. No Pinto Major player is ever allowed to pitch more than 50 pitches in an outing under any circumstances. Coaches are strongly encouraged to keep pitch counts below 35 for Pinto Major players.

Mustang

- Balk rules WILL be enforced; umpire may give instruction between innings, runners will not be awarded an extra base due to a balk unless the umpire determines the runner was deceived.
- No curve ball shall be thrown in regular season competition. PENALTY: 1ST time – No pitch & warning/ 2nd time - No pitch and pitcher removed from the mound.
- Once a pitcher is removed from the mound for any reason, he/she cannot return to the mound.
- Mustang pitchers can pitch a maximum of 2 innings per game or calendar day. PENALTY: Forfeit game. Once the umpire signals “play” to the pitcher, that pitcher shall become the pitcher of record and their innings begin at that point. A single pitch to a batter constitutes having pitched an inning for the purpose of the maximum of 2 innings. Note that it does not constitute a “full appearance” for the purpose of using a minimum of 5 pitchers per week.
- Coaches will track their pitcher’s pitch counts and abide by the pitch maximums and rest day rules outlined in the chart above. Note well: the pitch count limitations are by age, not division. Hence, if there is a younger player “playing up” in the Mustang division, they are restricted by their equivalent age pitching restrictions.
- No Mustang pitcher is ever allowed to exceed 60 pitches in a game. PENALTY: Forfeit game. Note well: the scorekeepers from both teams should be actively assisting the coaching staff of player’s pitch counts to avoid this ever happening.
- After a given outing, Mustang pitchers must not pitch again until the requisite number of rest days (calendar days after the original pitching outing) has been completed in accordance with the chart above. If a Mustang player pitches again before the required number of rest days for the number of pitches thrown, then PENALTY: Forfeit all games in which that pitcher pitched. Again, the scorekeepers from both teams should be working with the coaching staffs to insure this does not happen.
- Mustang pitchers cannot throw more than 120 pitches in a calendar week. PENALTY: Forfeit all games played that week.
- Each team must use a minimum of 5 pitchers per week who make a “full appearance” in a game, assuming at least two games and 9 innings are played in that calendar week.
PENALTY: Forfeit of both games played that week. For a pitcher to be considered to have made a “full appearance” in a game and thereby count as one of the 5 pitchers, he/she must pitch until 3 outs, 5 runs, or 20 pitches are recorded in a single appearance. The 3 outs, 5 runs or 20 pitches can cross over multiple innings to count as a full appearance; for purposes of this rule for CUYB a run is charged to the pitcher who is pitching on the mound when a run scores.
- Managers will be responsible for pitch counts and rest days in consultation with their scorekeepers and the scorekeeping director. PENALTY: Forfeit game.
- A calendar week is from 12:01 a.m. Monday to 12 midnight the following Sunday.
- Each team must pitch at least one 9-year old player every game during league play for a full appearance. PENALTY: Forfeit game
- The opposing manager must be notified when a 9-year-old takes the mound.

Bronco

- Balks will be enforced from the start of the season.
- No curve ball shall be thrown in regular season competition. PENALTY: 1 ST time – No pitch & warning / 2nd time - No pitch & pitcher removed from mound.
- Once a pitcher is removed from the mound for any reason, he/she can't return to the mound.

- During the regular season, pitchers cannot pitch more than 3 innings in a game or calendar day. PENALTY: Forfeit game. Once the umpire signals “play” to the pitcher, that pitcher shall become the pitcher of record and their innings begin at that point. A single pitch to a batter constitutes having pitched an inning.
- Coaches will track their pitcher’s pitch counts and abide by the pitch maximums and rest day rules outlined in the chart above. Note well: the pitch count limitations are by age, not division. Hence, if there is a younger player “playing up” in the Bronco division, they are restricted by their equivalent age pitching restrictions.
- No Bronco pitcher is ever allowed to exceed 70 pitches in a game. PENALTY: Forfeit game. Note well: the scorekeepers from both teams should be actively assisting the coaching staff of player’s pitch counts to avoid this ever happening.
- After a given outing, Bronco pitchers must not pitch again until the requisite number of rest days (calendar days after the original pitching outing) has been completed in accordance with the chart above. If a Bronco player pitches again before the required number of rest days for the number of pitches thrown, then PENALTY: Forfeit all games in which that pitcher pitched. Again, the scorekeepers from both teams should be working with the coaching staffs to insure this does not happen.
- Bronco pitchers cannot throw more than 140 pitches in a calendar week. PENALTY: Forfeit all games played that week.
- Each team must use a minimum of 5 pitchers per week, assuming at least two games and 10 innings are played in that calendar week. PENALTY: forfeit of both games played that week.
- Each team must use a minimum of 3 pitchers per game, assuming at least 6 innings are played. PENALTY: forfeit of both games played that week.
- For a pitcher to be considered one of the 3 pitchers per game or 5 pitchers per week, he/she must pitch until 3 outs, 7 runs, or 20 pitches are recorded in a single appearance. Managers will be responsible for pitch counts and rest times. PENALTY: Forfeit game.
- A calendar week is from 12:01 a.m. Monday to 12 midnight the following Sunday.

Pony

- Pony Division will follow Intercity rule book, unless the rest period set by the Intercity rule book is less than the CUYB approved pitching chart. In that case, Carmel Pony teams will follow the CUYB approved pitch count rules.

SLIDING RULE

Shetland and Pinto Minor

- **No Sliding** - A warning will be given to any player who slides into a base. After one warning, continued sliding will result in an out being called.

Pinto Major, Mustang, Bronco and Pony

- No mandatory slide rule. However, a runner who doesn't slide will be called out by the umpire if there is substantial body-to-body contact with a player applying a tag, making a catch in order to apply a tag or making a catch in order to make a play on another runner. After the runner who does not slide is called out, the ball is dead and any other runners return to the last base touched at the time of contact. Umpire may also eject the player if he/she feels contact was flagrant. Enforcement and rule interpretation are by umpire's judgment. EXCEPTION: Incidental contact or obstruction.

HOME TEAM DUGOUT

The home team will occupy the third base dugout.

HOME TEAM & SCOREKEEPERS

Shetland

- No score will be kept.

Pinto Minor

- No score will be kept. No league standings will be kept.

Pinto Major

- No score will be kept. No league standings will be kept.
- Team managers will be responsible for tracking per game pitchers on their team.

Mustang, Bronco and Pony

- The home team will provide the Official Scorekeeper. The official scorekeeper may not communicate with any team as to whether the opponent has not complied with any rule - i.e. batted out of turn, etc. There is one exception to protocol: Scorekeepers should actively help the coaching staff monitor pitch counts for all pitchers during the game. At any time, any coach can ask for help on the current pitch counts for a pitcher. Additionally, scorekeepers from both teams are encouraged to help update the coaches on pitch counts as a game progresses. Keeping our players under their respective pitch count limits is imperative. The Scorekeepers from both teams should sit together and determine hits and errors together. Official Scorekeeper makes final decision. Coaches and Parents should NEVER influence hits and errors.

BASE RUNNERS

Shetland

- Base runners are not permitted to steal bases and shall remain in contact with the base until the ball is hit
- One base per batter, unless in the case of a homerun or ground rule double.
- The last batter of each ½ inning will run all the bases; players in front of the last batter will also run the bases.

Pinto Minor

- Base runners are not permitted to steal bases and shall remain in contact with the base until the ball is hit or has crossed home plate. A secondary lead is permitted and encourage when the ball crosses home plate.
- Extra bases are not allowed while the ball is in the infield.
- When a runner is going to a base and the ball is overthrown at that base, the runner may proceed to the next base only. Base runners are not allowed more than the one base regardless of the number of additional overthrows on any one play. One extra base will be allowed on an overthrow to first base UNLESS the right fielder makes an attempt to backup the throw, any attempt / motion to backup the throw and runner(s) will NOT take an additional base.
- A batter may take extra bases until the ball is returned to the infield square. If the base runner is more than half way to the next base may, the runner may at own risk, advance to that base, but not beyond.

Pinto Major

- Base runners are **not** permitted to steal bases and shall remain in secondary lead until the ball is put into play.
- Extra bases are not allowed while the ball is in the infield.
- When a runner is going to a base and the ball is overthrown at that base, the runner may proceed to the next base only. Base runners are not allowed more than the one base regardless of the number of additional overthrows on any one play. One extra base will be allowed on an overthrow to first base UNLESS the right fielder makes an attempt to backup the throw, any attempt / motion to backup the throw and runner(s) will NOT take an additional base.
- A batter may take extra bases until the ball is returned to the infield square. If the base runner is more than half way to the next base may, the runner may at own risk, advance to that base, but not beyond.
- Taking a Lead: A regulated “two step” primary lead off and secondary lead are allowed at any base. Runners must return to the bag immediately when the ball returns to the pitcher.

NO STEALING

- Runners shall not take a secondary lead or steal until the pitcher’s front foot lands in delivery of the pitch. If the ball is put into play on a pitch where the runner leaves early AND the “coach umpire” deems there was a significant (umpire discretion) advantage to the base runner who left early the runner will be declared out.

Mustang

- Pitcher Mound: The pitcher's mound will be defined by a chalk circle of approximately 12 feet in diameter. Once the ball is under control within the circle, play is stopped. Runners must return to the last base touched or proceed to the next base immediately, whichever is closer.
- Taking a Lead: A regulated approximate "body length" primary lead off is allowed from any base. A body length is equal to the height of the runner. After the pitch is thrown the runner may take a secondary lead at any base. Runners must return to the bag immediately when the ball returns to the pitcher's mound.

STEALING

- Runners shall not take a secondary lead or steal until the pitcher's front foot lands in delivery of the pitch. Runners who leave early must return to the base previously occupied. If the ball is put into play on a pitch where the runner leaves early AND the umpire deems there was a significant (umpire discretion) advantage to the base runner who left early, the runner will be declared out.
- Runners may not steal home unless it is on a passed ball/wild pitch explained below.

PASSED BALL / WILD PITCH

- All runners may attempt to steal any base on a passed ball. Exception: Runners on 3rd base. ONLY 1 (one) run can score per ½ inning on a passed ball / wild pitch. If it happens again during the ½ inning the play will be allowed to proceed. However if the runner is tagged out, then he/she is out, and if the runner is safe then he/she must return to 3rd base and the run will NOT count.

OVER THROW

- Runners from any base may advance on an overthrow until the ball is under control within the pitcher's circle by any defensive player.

PICK OFF

- On a pickoff attempt to a base, the runner occupying that base must return and touch the original base before attempting to advance to the next base. If judged by the umpire that the runner did not touch the base before attempting to advance, the runner shall be declared out. Note: A base runner on 3rd base may advance to home and score a run as a result of a pickoff attempt at 3rd base provided the runner complies with the requirement to first return to 3rd base before attempting to advance. This does not qualify as (one) run allowed on a passed ball.

DEFENSIVE CHANGES

Mustang and Bronco

- With the exception of pitcher, players may reenter the game in any defensive position at any time during the game. Once a pitcher is removed from the mound he/she may not return to the mound to pitch for the remainder of the game.

NO CATCHER RULE

Shetland

- There will be no catcher positioned behind home plate while a batter is up to bat.

Pinto Minor

At the start of the season, the catcher position will not be on the field, the catcher will still put on the gear and receive a catching lesson in the bullpen from one of his/her coaches during that ½ inning.

- There will be no catcher positioned behind home plate while a batter is up to bat.
- An infielder may run to home plate for a force-out or to tag a runner.
- Runners at third base may not tag-up and score on a caught fly ball. (Runners at 1st and 2nd base may tag up if appropriate).

At the Division Director's discretion during the season, he/she will announce to the division that the catcher position will now be on the field. This decision will be based on all teams preparing and coaching the catcher position with safety, technique and speed of the game being the priority.

INFIELD FLY RULE

The infield fly rule does not apply in Shetland and Pinto Divisions. The infield fly rule does apply in Mustang, Bronco, and Pony Divisions.

INTENTIONAL WALKS

Intentional walks are not allowed in Shetland, Pinto, Mustang, and Bronco Divisions.

CONTINUOUS BATTING ORDER

Shetland, Pinto, Mustang, and Bronco

- All players on a team shall bat in order, regardless of whether they have played in the field, except for those players in the Mustang, Bronco and Pony Divisions who arrive late who must play 3 outs (defined as 3 defensive outs) in the field before they are qualified to bat.
- The continuous batting order rule shall not be waived except only in the following circumstances:
 - If the umpire ejects a player from the game, their spot in the batting order is an automatic out.
 - If a player has to leave the game for any reason other than an ejection, his/her spot in the batting order is eliminated, but it is NOT considered an out when that spot in the order comes to bat.
 - All-Star tournament play will often give the coaches discretion on using either continuous batting or 9-person batting order. CUYB strongly encourages using a continuous batting order when possible, even in All-Star play.

Pony

- Pony will bat entire lineup when playing other CUYB teams. The coach will have the option to bat the entire lineup or use 10 (EH) when playing intercity teams. No option to play a straight 9 unless the team has 9 or less players at the start of the game.

DROPPED THIRD STRIKE

A batter may not run on a dropped third strike in Shetland, Pinto or Mustang Divisions. **OPTIONAL:** At the Mustang Division Director's discretion and in consultation with the Mustang coaches, Mustang Division may allow for the dropped third strike rule to come into effect at the half-way point of the season.

TRICK PLAYS

The Board discourages teams from utilizing blatantly trick plays designed to deceive and cause potential embarrassment to the victims of such plays. Managers are asked to confer with the Vice President before practicing and using "trick plays". In the event that the use of a trick play comes to the attention of the members of the Executive Board of the CUYB Board of Directors, and after investigation it is determined that said play represents unsportsmanlike behavior, the Board, based on the recommendation of the Executive Board, may take whatever action they deem necessary to ensure that managers and coaches understand and abide by the philosophies of Carmel Unified Youth Baseball.

BAT THROWING

Shetland, Pinto, Mustang, Bronco and Pony

- **ACCIDENTAL** (Any bat that STRIKES or comes DANGEROUSLY CLOSE to striking any person) PENALTY: 1st time – both teams are warned, 2nd time - player causing infraction is called out. Ball is dead. All runners return to last base touched at time of infraction.
- **INTENTIONAL** (Any bat that is intentionally thrown) PENALTY: Player is called out (if not already out) and ejected from the game. Ball is dead. All runners return to last base touched at time of infraction. Enforcement and rule interpretation are by umpire's judgment.

CATCHER RULE

Pinto, Mustang, and Bronco

- With 2 outs in Pinto, Mustang and Bronco, and with 1 or 2 outs in Pony, and a catcher on base, a pinch runner may be used for the catcher to enable him to return to the dugout and put on the catcher's gear. The runner must be the player who made the last recorded out. The runner is not considered a substitute. Pony will follow Intercity rule book regarding catcher rule.

DIVISION CHAMPIONS

There will be no Division Champion in the Pinto or Shetland Divisions.

The method of determining a Division Champion in the Mustang and Bronco Divisions will be proposed by the Division Director and approved by the Board. The proposal will take into account the division schedule and league calendar. The League will make every effort to approve and communicate the method of determining Division Champions prior to the start of the regular season games. Once the method of determining the Division Champions is approved it will be written up in detail and posted on the CUYB Website.

GRIEVANCE POLICY

PROTEST

A league Grievance Committee, according to PONY Baseball guidelines shall handle game protests.

COMPLAINTS

Parental (or other) complaints on any aspect of the Carmel Unified Youth Baseball program shall be reported to the Vice President within 72 hours. The Vice President for Carmel Unified Youth Baseball may at his/her discretion after reviewing the complaint with the President elect to call a meeting of the Executive Board.

All Board members shall be responsible for forwarding complaints within 72 hours to the Vice President who shall, at his/her discretion expeditiously schedule a meeting of the Executive Board.

All involved parties can address the Executive Board, but a Player's parent or guardian must be present if a player is to address the Executive Board. The Executive Board can place reasonable time limits on each speaker at its discretion. The Executive Board will study the issues and may render an immediate decision or delay making the decision until the next scheduled Board meeting. The matter may be referred to the full Board if majority of Executive Board members agree. Decisions will be made by simple majority vote.

The Executive Board may elect, among other actions, to suspend the respective party from the next scheduled game or for the entire season or longer.

GAME PROTEST

The team manager may protest a game when he/she feels there has been a violation of the rules. No protest shall ever be permitted on judgment decisions by the umpire. The team manager must inform the plate umpire and the opposing team manager that the game is being played under protest at the time the play under protest occurs and before the next pitch, before a runner is retired or within 5 minutes of such play (whichever comes first). A protest arising on a game ending play (one which ends a complete game) may be filed until 12 noon the

following day with the Division Director at which point the umpire of record and opposing coach would be contacted by the Division Director.

Both managers and the umpire must sign the official scorebook. An official scorebook not signed by the umpire will not void the protest as long as both managers confirm with the Division Director that an honest effort was made to obtain (within a short period of time such as 10 minutes following the suspected violation) the umpire's signature. All protests must be submitted in writing to the Division Director within 48 hours of the end of the game. The manager making the protest must submit a check for \$25 dollars along with the written protest. If the protest is lost, the \$25 fee is forfeited to the League. If the protest is won the fee will be returned. The protest committee will consist of the Vice President, Division Director (of the division in which the protest occurs) and one other Carmel Unified Youth Baseball Board member as assigned by the President. The President may assign him/her self.

PLAYER DRAFT RULES AND PROCEDURES

CONFIDENTIALITY OF DRAFT DATA

The draft information is confidential and is for official League use only. Misuse of this information will result in Board action and possible suspension from the League for the season, or longer. The players' order of selection is also confidential and not to be shared with non-League officials, players, wives or children. List of players selected for each team along with copy of registration forms may be removed from the draft site as long as players are not listed in order selected.

DRAFT EACH SEASON

All players will be reassigned to a different team each year. Players in the Pinto Major, Mustang, and Bronco Divisions will be redrafted each season. Players in Shetland and Pinto Minor will be assigned by the division director each year. Pony division will either be drafted each year or assigned by a committee comprised of the executive board and the division director in the interest of parity.

Players will be drafted WITHOUT consideration of the location of their home, school attended or other special requests. Coaches will be required to schedule an equal number of practices at both Larson Field and Dampierre Park in order to equalize any perceived travel inconvenience.

PLAYER EVALUATIONS

All players in the Pinto, Mustang, Bronco, and Pony Divisions will be evaluated to determine skill level before the draft. Additional considerations may be included along with the skill evaluation scores. Such considerations may include (but not be limited to) information regarding prior year's performance in regular or All Star competition.

TEAM SELECTION

At a meeting attended by each team's manager and coach and League Officials (League Official refers to an elected member of the Carmel Unified Youth Baseball Board serving a current term), the draft will be conducted as follows:

- 1) Player statistics as determined at the skills evaluation along with any other considerations shall be distributed in a confidential manner by the appropriate league officials to each manager before the draft.
- 2) The coaches and managers will work cooperatively to "slot" the coach's children into a round of the draft.
- 3) Should it be necessary, final decisions on slotting players will be made by simple majority vote. The voting shall be secret. Each team and one League official is allowed one vote.
- 4) The first-round sequence shall be determined by position of coach's kids within the first two rounds, then by a random draw of the remaining teams.
- 5) Subsequent rounds of the draft shall proceed under the supervision of a League official according to a predetermined, unbiased sequence, until all registered players have been placed on a team.
- 6) All copies of the draft data will be turned in to a League official immediately after team selection.

LATE SIGN-UPS

Players accepted to the program after the draft are assigned by the Vice-President and Division Director cooperatively, to a team based on the following criteria: the order of the draft, the player's ability, and an attempt to maintain balance of talent on teams. CUYB reserves the right not to accept a player's registration if it is received after the draft date. Reasons for denying registration may include: teams have reached a maximum number of players, or the addition of a player will significantly alter the parity of the teams within the division, etc.

SUGGESTED MINIMUM/MAXIMUM NUMBER OF PLAYERS PER TEAM BY DIVISIONS

- Shetland: 6/8
- Pinto Minor: 9/11
- Pinto Major: 9/11
- Mustang: 10/12
- Bronco: 10/12
- Pony 11/13