

CARY GROVE YOUTH BASEBALL and SOFTBALL

PONY LEAGUE RULES

The official playing rules for Cary Grove Youth Baseball and Softball shall be the Official IHSA/NFHS High School Baseball Rules, with the following exceptions:

FIELD SIZE: Base Lines – 80 feet, Pitching Rubber – 54 feet from home plate

A. GAMES

Ten minutes prior to the scheduled game time, the head coaches must meet with the umpire to discuss the game rules.

1. Batting lineups are to be exchanged by the coaches TEN minutes before the scheduled game time.
2. Throwing the ball around after putouts is not permitted. CGYBS has chosen to follow the option Speed-Up Rule entitled “After Putouts” in the official rule book.
3. Pitchers’ warm-up throws are limited to eight in their first inning and five in each innings thereafter, in both cases within one minute (See Rule 6-2-2-c).
4. Infield and outfield warm-ups are allowed provided they are taken only during the time the pitcher is warming up. If a team delays in returning the warm-up balls to their dugout, the umpire is authorized to prohibit warm-ups in the remaining innings of the game.
5. If the catcher is on base with two outs, he shall be promptly replaced as a base runner by the player who made the last out.
6. Players should be ready to bat and move in and out of the batter’s box quickly. If signs are given, the players should step out immediately after the pitch is thrown so they are ready to bat when the pitcher has the ball. The umpire will enforce the 20-second rule if there is continual delay in time.
7. The bench coach should prepare the batter rather than the batter having frequent discussions with the 1st or 3rd base coach. The offensive team is limited to one (1) charged conference per inning. See Rule 34-2 and 2-10-1.
8. Conferences by the defensive team are limited by Fed. Rule 3-4-1 and 2-10-1. A coach is allowed one (1) visit to the mound to talk to the pitcher per inning. A second visit to the mound in the same inning, to the same pitcher, will result in an immediate change of pitcher. The new pitcher is allowed eight warm-up throws as stated in rule 3 above. Visits for an injury do not count toward the two visit maximum.

9. If the home team leads by at least 10 runs after 4 ½ innings have been completed, or if the visiting team leads by that margin after five complete innings, the game will officially end and the leading team declared the winner. See Rule 4-2-2-NOTE.

10. Time limits apply as follows:

Weekday games:

Games shall begin promptly at 5:45 PM. If both head coaches agree and the umpire is ready, games can begin a few minutes early. Games held between the beginning of the season and May 13 will last six innings. Games held on and after May 14 will last seven innings. No new inning may begin one hour and 45 minutes after the beginning of the game.

Weekend games:

Games shall begin promptly. Games will last seven innings. No new inning shall begin one hour and 45 minutes after the beginning of the game.

These rules **shall** be followed whether or not it is the last or only game of the day.

11. If a game is stopped due to darkness or weather, the game will be considered complete if four innings have been played. (Or 3 1/2 innings if the home team is at bat and winning when the game is called.) Any games that have not completed the necessary number of innings will continue at a later date from the exact point where it was called. (Runners on base and outs will remain. The batting order and pitchers used/available will stay the same as well. Players who are not at the game's continuation will be removed from the batting order, and any players at the continuation who were not at the first game will be added to the bottom of the batting order.)

12. Dugouts – Only players actively participating in the current game are allowed in the team dugout. Friends and acquaintances of players are not allowed in the dugout during play.

13. Protective Equipment – Players may not participate in CGYBS without wearing required protective equipment. Players fielding the catcher position must wear appropriate groin protection. Players assuming the duties of a base coach must wear a batting helmet.

B. MAKEUP GAMES

1. Tie games will end in a tie.

2. In the resumed game (suspended from the prior date) you may continue to use the player pitching at the time the game was suspended, however, he is still subject to the pitching (inning) limitations during the week the resumed game is being played. Runners on base and outs will remain. The batting order and pitchers used/available will stay the same as well. Players who are not at the game's continuation will be removed from the lineup, and any players at the continuation who were not at the first game date will be added to the bottom of the batting order.

C. UNIFORMS

1. A team roster that identifies the jersey number of each player is mandatory. No team will be allowed to play a game without a completed roster. No exceptions.
2. Metal cleats are permitted; however, they are not required on Pony fields.

D. GAME RULES

1. Each umpire is a representative of the CGYBS Board of Directors. They shall have the authority to require the complete cooperation of all people directly or indirectly involved with the preparation and playing of the games. If a head coach wishes to question a call, they may do so by requesting a timeout upon completion of the play. The head coach may then calmly discuss the play with the umpire. This conversation is to clarify the call, not to reverse or change a decision.
2. Managers are 100% responsible for the conduct of their coaches, parents, and players. Parents, players, and coaches will not be allowed to yell at umpires or the opposing team in a derogatory fashion. The umpire or league official may ask a coach to quiet the fans. If the umpire or league official determines that the behavior has not changed, they will stop the game and ask the offending person(s) to leave the grounds. If they do not leave the grounds, the game can and will be forfeited.
3. A team must have a minimum of eight players to start a game. **Exception:** If necessary because a player becomes ill, injured or ejected, a team shall be allowed to complete a game with seven players. Teams may not borrow players once the game has started, even if a player leaves as stated above.

During regular season games only, a team may borrow only enough players to make nine players for that game with a maximum of three borrowed players. Borrowed players must bat at the end of the lineup and must play the outfield at all times. A borrowed player must be a first-year CGYBS Pony player or a second-year CGYBS Bronco player.

During playoffs, the team may only borrow enough players to field eight players, with a maximum of three borrowed players. Borrowed players must bat at the end of the lineup and must play the outfield at all times. A borrowed player must be a first-year CGYBS Pony player or a second-year CGYBS Bronco player.

Failure to field the required eight players within five minutes of the scheduled start time of the game, results in a forfeit by that team. If an official game has begun with eight players and one or more team members arrive late, such player(s) shall be placed last in the batting order and a non-team member shall be removed from the game for each team member that shows up late. In the event neither team can field eight players, the game shall be declared "No Contest," treated as a rain out, and rescheduled for a later date. Changing of these rules by the coaches is not permitted.

The use of an ineligible player(s) shall result in a forfeit by the offending team.

E. PITCHING RULES

Pitch Count and Required Rest Limitations						
Age	Daily Max (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)
		0 Days	1 Day	2 Days	3 Days	4 Days
7-8	50*	1-20	21-35	36-50	N/A	N/A
9-10	75*	1-20	21-35	36-50	51-65	66+
11-12	85*	1-20	21-35	36-50	51-65	66+
13-14	95*	1-20	21-35	36-50	51-65	66+
15-16	95*	1-30	31-45	46-60	61-75	76+
17-18	105	1-30	31-45	46-60	61-75	76+

- The "Pitch Count and Required Rest Limitations" shall be followed during the regular season and during the playoffs without exception.
- Cary Grove Youth Baseball and Softball suggests coaches use GameChanger to track pitch counts; however, a manual handheld counter is acceptable.
- As an example from the "Pitch Count and Required Rest Limitations," if a 13-year-old pitcher throws 36 pitches in a game, he requires two days of rest. This means, if he threw 36 pitches in a game on Tuesday, he may not pitch again until Friday.
- If a pitcher reaches the maximum pitch-count limit for his age while facing a batter, the pitcher may continue to pitch until the batter reaches base, the batter is retired, or the third out is made to complete the half inning.
- Any pitcher who delivers 41 or more pitches in a game may not go behind the plate to play catcher for the remainder of the day. *Although not a rule, coaches should refrain from allowing a player who plays catcher for two or more innings to then pitch.*
- Coaches should be mindful of pitcher fatigue regardless of pitch count. Signs of pitcher fatigue include decreased ball velocity, decreased accuracy, upright trunk during pitching, dropped elbow during pitching, and/or increased time between pitches.
- A pitcher (starter or reliever) may **NOT** return to pitch in the same game once removed as a pitcher.
- Intentional walks are not permitted. If, in the opinion of the umpire, a pitcher is intentionally not throwing the ball in or near the strike zone, the umpire may issue a warning. Any subsequent pitches that are considered to be intentionally avoiding the strike zone will result in the umpire advancing each runner one base for each pitch that is not near the strike zone.
- The Balk Rule: Lead-offs are allowed in the Pony Division. This allows the pitcher to make an attempt to pick off base runners subject to the Balk Rule as defined by IHSA rules. Once a balk has been called, the play becomes dead. The umpire will then advance any base runners to the next base (or home plate). *Remember*, a balk results in an immediate dead ball. Any action that takes place after the balk does not count. Play does not resume until the umpire indicates such.
- Pitch-outs ARE allowed; however, the catcher **MUST** remain in the catcher's box behind the plate until the ball is released from the pitcher's hand. If the catcher leaves the box early, it is considered to be an intentionally thrown ball and the pitcher will be warned such as is described in Section E (8) above.

11. Continuous pitch-outs which the umpire feels are being used as a way of avoiding a batter or to induce an intentional walk will also be treated as such and handled as described in Section E (8) above.
12. If a pitcher hits two batters in one inning or three batters in one game, he must be removed from pitching for the remainder of the game.

E. BATTING & BAT RULES

1. Each player shall bat in a continuous lineup. Each team will use a complete team batting order. Any player arriving late shall be placed at the end of the order.
2. A player cannot show bunt, then pull back and swing at the pitch. If any attempt to swing is made, regardless if contact is made, the player is automatically out. Second offenses by the same team, can result in the ejection of the player and head coach.
3. All bats must conform to the following rules:
 1. Each bat shall be:
 - 2 5/8 inches or less in diameter at the thickest part (*USA Baseball bats have no barrel or weight restrictions*)
 - Stamped USSSA 1.15 BPF with a drop limit of (-5) or less, including those with a 2 1/4-inch barrel or
 - A qualified BBCOR bat (no weight restrictions) or
 - Wood bats (no weight restrictions)
 - A maximum of 36 inches in length

F. BASE RUNNING

1. Sliding/Collision Rule: A runner will be called out when he does not slide or attempt to avoid a fielder who has the ball and is attempting to make the tag on the runner, or if he maliciously runs into a fielder. (Malicious contact supersedes obstruction.)

NO head-first slides, except to return to a base. Hurdling is prohibited. The penalty for malicious contact is ejection. The ejected player is also out unless he has already scored. See Fed. Rule 8-4-2 and 8-4-2-1. For the definition of legal and illegal slides, see Fed. Rule 2-3, 2-1 & 2.
2. If/when a base runner is attempting to steal home plate, even on a passed ball or wild pitch, the batter **MUST** get out of the batter's box and out of the way. If he fails to do so, this is ruled as obstruction and the base runner will be called OUT.
3. No player may stand with his foot on any base when playing his position unless the player is attempting to hold a runner on base. If a player is attempting to hold a runner on base, he may not block the base. No player will stand in the base path when playing his position. The base and base path belong to the runner. Any player who violates this rule will be called for obstruction and the runner will be ruled **SAFE**. The umpire may issue a warning on the first occurrence at his discretion.
4. A base runner is allowed to move two feet off the base path to avoid a ball in play or a defensive player attempting to make a tag. If a runner goes further than two feet off of the base path, he will be called out.

5. Lead-offs are allowed. A base runner may not leave his base during a "dead ball" or a "time out." Once play resumes, the runner may lead off and/or steal a base at any time while the ball is in play. Any player leaving early will be called out immediately and a dead ball will be declared.
6. Dropped Third Strike – The batter is governed by IHSA Rule 7, Section 4, and Article 1(b). First base is considered occupied if a runner is occupying the base when the pitcher begins his pitching movement regardless if the runner is attempting to steal. If no runner occupies first base the batter is not out unless the third strike is caught. He is entitled to try to reach first base before being tagged or thrown out.

G. DEFENSE

1. Fielders must be away from the bases and base paths while the ball is in play unless a play is being made at their base. This means the ball is on the way to them. Obstruction will be called and bases awarded as per Rule 8-3-2. Except for malicious contact, the collision rule is not in effect in an obstruction play.
2. Inducing a runner to slide by faking that a play will be made at a base is not allowed. Fielders who violate this rule will be warned and the runner will be awarded the base he would have, in the umpire's opinion, reached (minimum of one base). The second offense will result in the offending player's ejection.
3. Free substitutions will be allowed throughout the game. Players may return to the field after sitting out a defensive inning(s). The exception is to a pitcher that has either been removed from the mound or reached his innings-pitched limit.
4. Each player must complete two defensive innings in the field by the end of the 4th inning. Each player will play at least one inning during the last three innings of the game.
5. No player should be excluded from play for two consecutive innings of play unless ejected or due to injury or illness.

H. PLAYER ELIGIBILITY

1. Players participating on any travel teams within or outside of Cary Grove Youth Baseball and Softball are not permitted to participate in the Pony CGYBS league with the exception of the N60 in-house teams.
2. Only players properly registered with Cary Grove Youth Baseball and Softball may participate in scheduled games.

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Final standings will be determined by winning percentage. If two teams are still tied, then the next tiebreaker is head-to-head record and, if necessary, run differential.

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FINAL NOTE:

We are here for the benefit of the players, to teach them baseball and for those that want to go on to the next level, help them to mature. We want to be competitive, but not by looking foolish in front of others. We should have enough patience to set a good example in front of them, their parents, other officials, umpires, etc. We will not tolerate any outrage against umpires by parents, coaches, or players and it will be dealt with immediately.

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