

**Conroe Area Youth Baseball
Shetland (5-6) Division
Local League Override Rules**

League play will be governed by the Major League Rules with the following local exceptions:

1. The game shall last one hour and fifteen minutes (1:15) or six (6) innings, whichever comes first. When time expires, the inning may be completed if the outcome could change to a win or a tie. If home team is mathematically eliminated and time has not expired, they will still get their last at bat.
2. The maximum number of runs per inning is six (6). No inning shall be unlimited runs.
3. A RIF (reduced injury factor) baseball shall be used for the entire season.
4. The distance from the front edge of the pitching rubber to the back point of home plate shall be thirty-five (35') feet. Base paths shall be fifty (50') feet.
5. The player fielding the pitchers position shall wear a league approved face mask at all times and start from right or left and parallel or behind the pitching rubber. They must start, until the pitch is hit, with one foot in the 5ft radius of the pitching mound.
6. The ball shall be put into play from either a coach-pitched ball or off of a tee. First, the player will receive three (3) opportunities to hit a coach-pitched ball. If the player is unable to successfully put the ball into play, the player will then be given two (2) opportunities to hit the ball from a tee.
7. No bunting is allowed.
8. To be considered a fair hit ball, it must travel at least ten (10') feet. This will be marked by a ten (10') foot chalked arc in front of home plate, measured from the apex of the plate. The infield grass should be cut to this dimension.

9. The batter will get five (5) chances to put the ball in play. If the ball is fouled on the fifth (5th) attempt, the batter is out.

10. Ten (10) players with four (4) in the outfield will play on defense. Infielders must remain on the dirt portion of the infield and pitchers in their position until the ball is hit. Outfielders must remain in the grass part of the outfield. The intent of CAYB is to develop young players in the correct way to play baseball and all players should be encouraged to throw the ball to make an out and not to chase a batter or runner around the infield. Players cannot intentionally roll the baseball when a play is being made; the ball must be thrown to a defensive player. The pitcher can only make an out on a base runner advancing from home plate to first base by throwing the ball to another defender at that base. **(No unassisted force outs or tagging of that base runner by the pitcher will be allowed at first base)**. The runner is safe if this occurs.

11. The offense will bat a continuous order. If a player arrives late, they will be placed at the end of the lineup. If a player is injured or otherwise incapable of continuing play, they may be completely removed from the game without being charged an out for each of their subsequent at bats. However, if they are to return to the game, an out will be recorded for each missed at bat. The manager must declare, at the time of the injured players at bat, if they will continue and take an out or if they will be completely removed from the game. Their decision must be declared to the umpire, official scorekeeper and the opposing manager.

12. A team must have at least nine (9) eligible players, which may include pool player(s), to start the game. The opposing team will still field (play) all ten (10) players on defense. If one team falls below eight (8) players for any reason, they will forfeit the game.

13. Each player must play at least one inning (three consecutive defensive outs) at an infield position in each game and play on defense at least every other inning in each game. Catcher, pitcher, first base, second base, shortstop, and third base are considered infield positions for the purpose of this rule. If a game lasts less than three (3) defensive innings, there will be no penalty assessed against the coach or team. Any player absent from or arriving late to any game will not be subject to this rule for that game only.

PENALTY: First Offense: Manager and assistant coaches will be warned and may be placed on probation with the League. Affected player(s) must play two (2) innings at an infield position in the next game played. Second Offense: Team may, at the CAYB boards' discretion, forfeit the game in which the offensive occurred. The manager and assistant coaches may, at the CAYB boards' discretion, be subject to disciplinary action, including removal as manager or assistant coach of the team.

14. Players must wear the uniform provided by CAYB.

15. All batters must wear a helmet with an approved face mask. Steel cleats are not allowed.

16. A batting helmet with a facemask must be worn while playing the catchers position. The catcher may stand at the back stop while fielding this position. If the player assumes the full catchers position, all equipment, which includes a cup, must be worn.

17. No base stealing is allowed. Runners must have at least one foot in contact with the base until the ball is hit.

PENALTY: The first offense will be a warning. Each subsequent offense will be an out. Note: the umpire may, at their discretion, give a formal warning to each manager at the start of the game. This will take the place of the first warning causing each offense to be an out.

18. There is **NO** infield fly rule.

19. Two (2) coaches will be allowed in the outfield defensively to verbally assist the players. If a coach intentionally, at the umpires' discretion, touches a defensive player or the ball while the ball is in play, this will be considered a four (4) base error.

20. Only Coaches and Players will be allowed in the dugout. Team moms may be allowed in the dugout once the game has started only to help with dugout duties.

21. Umpires will call "time" after every play and declare the ball dead. "Time" may be requested by a player in control of the baseball. (**Remember that only the Umpire can call "Time", the players only **request** "Time"**) "Time" should be called as soon as the **LEAD** runner is not attempting to advance, other base runners have no bearing on this rule. Feinting, Dekeing or any other attempts to draw a throw are **NOT** considered attempts to advance for the purpose of this rule. "Time" does not have to be called by the defense for the purpose of this rule. The ball will be returned to the coach pitcher only after the umpire calls time. Once the lead runner touches home plate, the next runner becomes the lead runner.

22. Once time has been called, if a base runner is more than half way to an unoccupied base, they may advance to that base, if not they must return to the previous base. Their position in the base path will be at the umpire's discretion.

23. Base coaches are not allowed to touch a base runner or enter fair territory while the ball is in play at any time.

PENALTY: The runner touched is out, in the case a coach enters fair territory the lead runner is out.

24. Head first slides are not allowed. A player sliding head first shall be called out. The only exception is when a player is returning back to their previously occupied base.

25. There are no protests allowed.

26. In the event that there is an over throw to first base, the runner will automatically advance to 2nd base. This rule only applies to first base.