

**Conroe Area Youth Baseball
Pinto (7-8) Division Local
League Rules**

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 regulation baseball, provided by CAYB, will be used for the game. No bat marketed for/stating T-Ball will be allowed.
4. The distance from the front edge of the pitching rubber to the back point of home plate shall be thirty-eight (38') feet. Base paths shall be Sixty (60') feet.
5. The player fielding the pitchers position shall wear a helmet with facemask or 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 designated area of the pitching mound.
6. The coach must remain in contact with the pitching rubber while delivering the pitch. The ball must be delivered overhand. No kneeling or pitching from the knee will be allowed.
7. The coach pitcher will not be allowed to direct or coach their team offensively from the mound. However, they will be allowed to verbally position the batter.

PENALTY: A warning will be issued for the first offense. The second offense will force the removal of the coach pitcher.

8. Once the ball is put in play, the coach pitcher will remove themselves, as quickly as possible, from the field of play. They must make every effort, at the umpires' discretion, to do this to the non-play side.
9. If a batted ball hits the coach pitcher, the ball is dead and no runners may advance. The pitch will be counted as a strike. This will only be an out if it is the fifth (5th) strike. No unlimited foul balls.
10. No bunting is allowed.
11. The batter will get five (5) pitches to put the ball in play. If the ball is fouled on the fifth pitch, the batter is out. This will be coach pitch only. No players are allowed to pitch.
12. 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 or end a play.
13. 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.
14. 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.

15. Each player must play every other inning on defense in each game. 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.
16. Players must wear the uniform provided by CAYB.
17. All batters must wear a helmet with an approved face mask. Steel cleats are not allowed.
18. Catchers must be fully equipped, including a cup, and must assume the normal catchers position.
19. 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.
20. There is **NO** infield fly rule.
21. 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.
22. 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. As soon as the lead runner touches home plate, the next runner becomes the lead runner.
23. 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.
24. 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.
25. 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.

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