



## Cypress Youth Baseball (CYB) 2020 Local League Rules Foal Division

Local rules are adopted rules governing play for CYB. These rules are a supplement to the governing rules of Major League Baseball and PONY Baseball Inc. These rules are designed to tailor participation in the Foal division to meet the objectives of CYB. Violation of these rules may result in forfeiture of the game, and/or suspension of a Manager, Coach, or Player at the discretion of the CYB Board.

### 1. Objectives of the Foal Division:

- 1.1 Introduce players, coaches and parents to the concepts of baseball
- 1.2 Introduce basic concepts, positions and skills.
- 1.3 Maximize playing time for each player.
- 1.4 Having Fun!

### 2. SAFETY

- 2.1 Shoes with metal cleats are not allowed.
- 2.2 Protective hard cups are required for all male players. Protective soft cups are required for all female players.
- 2.3 Players are not allowed to stand or sit in the doorway of the dugouts.
- 2.4 **Nothing is allowed in the dugout except water and sport drinks. No sunflower seeds, snacks, food, gum or glass bottles are allowed.**
- 2.5 Players may not serve as base coaches
- 2.6 Batter throwing the bat (non-sportsmanlike infractions) - For safety reasons, a player may be removed from a game by a Manager for multiple offenses of throwing the bat.
  - The Manager must first issue a warning to the player for throwing the bat. The Manager may remove the player from the game for a subsequent infraction during the game.

### 3. MANAGERS & COACHES

- 3.1 The Offensive team may station one coach per base and a coach **pitching/operating the pitching machine.**
- 3.2 The Defensive team is allowed as many coaches on the field as the manager deems necessary. Defensive coaches should position themselves at the back of the players so they do not interfere with the fielders or base runners. **There must be an Approved manager/coach/ or team parent in the dugout at all times.**

### 4. FIELD PREPARATION & BREAKDOWN

- 4.1 Pre-Game Responsibilities – Home Team
  - The Home Team will occupy the 3<sup>rd</sup> base dugout
  - The home team is responsible for getting the field ready for play, including raking, dragging and lining the batters' boxes and base paths, and placing the bases on the field.
  - **Both teams will be responsible for setting up the outfield fence and scoreboard if participating in the first game of the day.**
- 4.2 Post-Game Responsibilities - Visiting Team
  - **If last game of the day - the visiting team must, drag the field, rake the batter's box and base lines, water the dirt and infield grass areas, remove and store bases, breakdown scorekeeper's booth and return scorebooks and cart to the shed.**
  - **Both teams will be responsible for breaking down the outfield fence and scoreboard if participating in the last game of the day.**

**Note:** *If a team fails to perform all required field duties the team's manager will be suspended for the next scheduled game, as determined by the Division Commissioner or VP of Operations.*



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- 4.3 **In the event of Rain** – Check the [cypressyouthbaseball.org](http://cypressyouthbaseball.org) website for the latest information on game status. If games are going to be played, both teams will be required to send a group of parents to the field at least 2 hours before scheduled start to help get the fields ready.

**5. GAME MANAGEMENT**

- 5.1 There is no live batting practice on the game fields. Soft toss into a net, whiffle balls and hitting sticks are permitted. Helmets must be worn by all players participating in pre-game batting drills.
- 5.2 Playing time for games will be 5 innings, time permitting. No new inning shall be started after 1 hour. Drop Dead time if 1 hour and 15 minutes
- **NOTE: Due to softball usage, the Foal/Shetland field has a hard curfew of 6:00 pm on Wed, Fri and 4:00 on Sunday**
- 5.3 No score is kept in the Foal Division. An inning will end when the entire line-up has batted for the offensive team.

**6. GENERAL PLAYING RULES**

- 6.1 Defense: All players will take a position on the field during defensive half innings.
- 6.2 The offensive team will bat their entire line-up every inning. An inning will end after the last batter has completed his/her at bat.
- 6.3 Players “put out” during a play shall return to the dugout.
- 6.4 Defense: Players will take a position on the field during defensive half innings. It is suggested that all players switch from the outfield to the infield or vice-versa every two innings. Players MAY NOT play more than 3 consecutive innings in either the outfield or infield.

**7. PITCHING RULES**

- 7.1 1st half of season will be coach pitch- 2nd half of season will be machine pitch.
- The Louisville Slugger UPM 45.
  - Pitching Machine Settings: Power Lever = 2; Micro Adjust = 3; Release Block = 3
- 7.2 Pitching distance will be 35 feet for machine only
- A defensive player will field the pitcher's position.
  - A chalk circle will be drawn around the pitcher's mound for enforcement/teaching of the “time out” rule. This circle is desired to be implanted as a “teaching” element to Foal.

**8. BATTING RULES**

- 8.1 A continuous batting order will be used for all games
- 8.2 Any player that arrives after the game has started may be added to the bottom of the line-up and bat for the remainder of the game.
- 8.3 A batter will use Coach Pitch at the beginning of each at bat for the 1st half of the season, 2nd half of the season will be machine pitch.
- After four strikes the batter must use the tee to complete his/her at bat for the 1st half & 2nd half
  - If a batter fouls off the 4th strike, he/she will be provided three (3) swings with the tee.
- 8.4 No “on-deck” batter is permitted in the Foal Division. The next batter must remain in the dugout
- 8.5 Batters are not permitted to bunt the ball.



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**9. BASE RUNNING RULES**

9.1 It is recommended that batters/base runners advance one base at a time.

- At the discretion of the offensive team's manager, players may advance up to two bases when a batted ball is hit into the outfield, past the defensive player(s)

9.2 There is no stealing or leading off in the Foil Division

**10. FALL SEASON**

10.1 Registered Foil players will play on mixed teams with registered Shetland players and follow the Shetland Division rules for the Fall Season.