

**CYO Manhattan Youth Baseball
Rules and Ethics**

**Positive Role Modeling
Teaching Fundamentals
Building on Success**

These rules are in addition to the normal rules of baseball.

**Our Ethics are too teach good Baseball skills;
Assume that all players can execute plays and not take advantage of
a situation because we know a player can not.**

Amended 4/6/08

CYO/Manhattan Youth Rule Book

RULES AT A GLANCE DIVISIONS K-5

RULE	DIV K	DIV 1	DIV 2	DIV 3	DIV 4	DIV 5
Batting order	Continuous	Continuous	Continuous	Continuous	Continuous	Continuous
	Rotation weekly	Rotation weekly	Rotation weekly	No rotation	No rotation	No rotation
Maximum batters	6	8	8	8 run inning	8 run inning	8 run inning
Outs per inning	N/A	3	3	3	3	3
Foul inside batting circle	Yes 15' Circle	Yes 10'	No	No	No	No
Strike out rules	None	None	3 swinging strikes	Called strikes	Called strikes	Called strikes
2-out rule on last batter	Yes	Yes	Yes	Yes	Yes	Yes
Walks	None	None	None	None	PP/Yes	Yes
Bunts	None	None	None	None	Yes	Yes
Dropped third strike	No	No	No	Batter can run	No	No
Distance between bases	50 feet	60 feet	60 feet	60 feet	60 feet	60 feet
Distance home to pitcher	15 feet	25 feet	35 feet	46 feet	46 feet	46 feet
Pitcher	Adult	Adult	Adult	Adult	Player 60 pitches	Player 60 pitches
	Pitch Mach/Tee	Pitch mach/Tee	Pitch machine	Pitch machine	Player and pitch machine	Strike Zone
Pitching machine setting	12-15 setting	22-25 setting	32-35 setting	42-45 setting	50-52 setting	
Catcher interference	None	None	None	None	None	Yes
Ball hits pitch machine	Dead Ball	Dead Ball	Dead Ball	Dead Ball	Dead Ball	N/A
Infield fly	No	No	No	No	Yes	Yes
Leading	No	No	No	No	No	No
Stealing bases	No	No	No	1 st and 3rd	2 nd & 3rd	2 nd & 3rd
	Refer to Division rules on regulations regarding stealing bases					
Sliding	Yes	Yes	Yes	Yes	Yes	Yes
	Sliding feet-first only. A headfirst slide will result in an out. No roll-blocking or foot-raised slides.					
Play at plate	No play at Home] [After a play at the plate, the ball becomes a dead ball.][No runner past third after a play at home]					
Tag up	Yes	Yes	Yes	Yes	Yes	Yes
Catcher pick-off	No	No	No	No	Yes	Yes
Time to stop runners	Yes	Yes	Yes	No	No	No
Direct throw	Yes	Yes	Yes	No	No	No
Overthrow/wild throw	One base if ball is not thrown directly to a base where there is a play			No	No	No
Athletic cups (boys)	No	No	No	Yes	Yes	Yes
Time limits	Must have at least 20 minutes to play a final inning. Any runs scored during a partial inning do not count toward final score.					
Fielding	1 inning	2 inning	2 inning	3 inning	No	No

rotation						
No player can sit out two innings before everyone has sat out one.						
The league reserves the right to replace any family when a family member's behavior is a detriment to the enjoyment of others.						

Division J Specialty Rules Chart:
Details can be found in Division J section of rule book

RULE	DIV 4
Time Limit	Games are limited to 2 hours – A game will not start a new inning if 15 minutes is left in the time limit - in the event that the time limit expires without a full inning being played the score reverts to the last full inning played. During playoffs a game will consist of 6 innings.
Maximum batters	8 run mercy inning – Ump can award extra runs if pitcher does not pitch in good faith – Mercy rule suspended in last inning.
Walks	A Maximum of 4 batters can be walked in 1 inning – once pitcher has walked 4 batters he has 30 pitches to get out of inning – if he does not he must be replaced – relief pitcher then has 30 pitches to get out of inning.
Hit batters	A pitcher must be replaced after hitting 2 batters – Umpire can use judgment to over rule this if he feels pitcher is in control. A hit batter does not count as a walk.
Out of pitchers	Manager (A) who has run out of pitching would meet with the Umpire and opposing Manager (B). (A) Would identify the pitchers on his staff who have not thrown 60 pitches. (B) Would then select one of those players to re-enter the game as a Pitcher.
Double switch	No double switches involving a player from the bench. Bench to Pitch, Pitch to Short – Short to bench. Double switches are allowed with players on the field, Pitcher to First, first to Short, Short to Pitch.
Catcher interference	None
Infield fly	Yes
Leading	Runner must remain on base until ball is in the strike zone – once it does he may start a forward motion to the next base – if he is deemed to have left early it is an appeal play.
Forward motion	If a runner stops his forward motion to the next base his only option is to return to the base he left unless the ball has been batted.
Catcher pick-off	Isolated play – No Consequences – catcher can snap throw to a base a runner has left and stopped his forward motion.
Aborted Steal	Catcher throws to the base that is attempted to being stolen – runners stops and starts to return to last base – if baseman holding the ball throws for a tag play – consequences apply.
Stealing bases	2 nd & 3 rd , only 1 base can be stolen at a time – all consequences apply.
Sliding	Feet first only – Sliding head first or with feet up will result in an out – a roll blocking slide to break up a double play will result in both players being called out.
Play at plate	After a play at the plate the ball is still live but no following runners may advance past 3 rd base.
Athletic cups (boys)	All male players must have an Athletic cup, if the umpire observes he is not wearing one he will be removed from the game and not allowed to return.
Uniform	All players will be fielded in matching hat, shirt and pants – any player not matching his team will not be allowed to bat or take the field.
	Aberrant and or abusive behavior will not be tolerated during or after any league game or event.

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**RULES AT A GLANCE
DIVISIONS T AND X**

RULE	DIV 6	DIV 78	DIV Z
Maximum batters	8 run rule	8 run rule plus	Max of 12
Strike rules	Called strikes	Called strikes	Called strikes
Two-out rule, last batter	No	No	Yes
Walks	Yes	Yes	Yes
Bunts	Yes	Yes	Yes
Dropped third Strike	No	No	No
Distance between bases	70 feet	70 feet	60
Distance home to pitcher	52 feet	52 feet	35 in April 40 after April
Pitcher	Player	Player	Player
Catcher interference	Yes	Yes	Yes
Infield fly	Yes	Yes	Yes
Leading	No	No	No
Stealing	All bases except home		All bases except home
	On release of ball	At 12:00 position	On release of ball – each steal isolated play No double steals
Sliding	Yes	Yes	Yes
	No headfirst or roll-blocking slides		No headfirst or roll-blocking slides
Play at plate	After a sliding play at home, no runner can advance past third base.		After a sliding / tag play at home, no runner can advance past third.
Pick off	Yes	Yes	Yes
	Snap throw from catcher. All risks apply.		Snap throw from catcher. Isolated play.
Overthrow/wild throw	One base including home on a throw deemed out of bounds or fan interference.		
	Ball in bounds is in play, runners advance at own risk.		Ball in bounds is in play, runners advance at own risk.
Athletic cups (Boys)	Yes	Yes	
Bat size differential	4 ¾ L.L. regulation	4 ¾ L.L. regulation	4 ¾ Softball regulation
The League reserves the right to replace any player/family whose behavior is a detriment to the enjoyment of others.			

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I. PERSONAL RESPONSIBILITIES AND RULES OF CONDUCT

All Participants (Players, Managers, Coaches, Parents)

Rules of Conduct

1. Whether from the bench, on the playing field, or at a league function, or in connection with a league vendor: No player, coach or parent shall at any time.
2. Incite, or try to incite by word or sign, any demonstration or disturbance of the game.
3. Incite or become involved in a fight.
4. Engage in abhorrent behavior, including the use of foul language or the use of hands in a show of anger.
5. Start or continue an argument with the umpire.
6. Ride or harass the umpire or opposing players.
7. Expect the umpire to answer questions during an active half-inning.
8. During the game, all players, coaches, managers, and parents must be behind the out-of-bounds area if they are not coaching, playing defense, on base, or at-bat.

Violations

Violation of any provision of the above will subject the violator's family, including the player, to ejection from the game by the umpire. In addition, the *division head* or *league director* may suspend any such violator from another game or games or banish the family from the league.

Violators will have the opportunity to write a letter of apology to be considered for reinstatement to the league.

Managers, Assistant Managers, and Coaches: General Requirements

Commitment to the Primary Goal of CYO — to Teach proper baseball over result orientated play.

- Be prepared with a plan for the season, game and practice.

At all times, keep in mind that the league exists to teach baseball skills in a nurturing environment. Follow all Rules of Conduct as described above.

Equal Treatment of Players.

It is imperative to coach all players equally, not just your own child.

Enforcement of Dress Code.

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By Example of how you dress and expect players to dress

Attend game in team uniform (shirt and hat). Violators will not be allowed on the field.

Enforce player dress code.

Players must wear the League issued Hat, Shirt, Pants, players in 3rd grade and up must be wearing an athletic cup. Shirts tucked in and hat bill forward.

Any violator of any part of the player dress code is considered to be out of uniform and may not play.

Enforcement of Safety Rules

Players shall not wear the following items during a game.

- **Wrist Watches**
- Metal or Leather bracelets
- Hanging earrings
- Glasses that are not impact resistant

General Attitude and Behavior Modeling

Instill a run on and off the field attitude in the players, to stimulate the game and keep morale high.

Set a good example for the players both on and off the field.

- As a parent you are a role model for your child 24 hours a day it is magnified in a game by 24 players.

Enforcement of and Respect for Umpire Rules

Managers: Additional Requirements

Pre-game Duties

At the start of the game, meet the umpire(s) at home plate. Managers of both teams shall give their respective batting orders (lineup cards) to each other.

- Line up cards must have both a player's number and name.
- Mark absent players' names at the bottom of the lineup card
- Keep a record of Player absences'
- Report players to Division Leader upon second absence
- Notify League office on third absence and request player be dropped from team.

Selection of Assistant

Prior to opening day, select one assistant who will manage the team during manager's absence. File the name with the League Division Leader.

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Coaches: Additional Requirements

Help Manager with season and game day plan.

Help Manager plan a practice.

At practice be prepared to teach a particular skill to a group of 3 - 4 players.

Proper Behavior with Players, While Ball Is in Play

No touching any of the ballplayers

No running along with any players.

Responsibility for Bats and Enforcement of Batting Rules

Timeouts

In Divisions K and A only: At any time during the game, as often as needed, a manager of the offensive or defensive team may request timeouts for instructional purposes.

In all divisions above Division B - J: The manager of the defensive team may request one timeout per game. The manager of the offensive team may not request a timeout.

Regular baseball time outs by players may be requested at proper times.

Umpires

Pre-game Duties

At the start of the game, meet with the opposing managers at home plate. Managers shall give their respective batting orders (lineup cards) to each other. Umpires will go over all ground rules, dead ball areas, and designated dugout areas.

Uniform / Safety Inspection prior to play

Both teams are inspected by the Umpire to ensure that each player:

Is not wearing watches / hanging earrings / non-safety eye wear.

That all players are in CYO issue uniforms – Cap/ Shirt / Pants

Boys in Div M & up must wear an athletic cup.

Players not meeting these requirements are not permitted to play. A player removing their cup after inspection is not permitted to return to the game.

Game Duties

Umpires have primary control of the game.

Calls

If in doubt on a call, and you believe that another ump has had a clearer view of the play, you may ask for and/or accept the call of that ump.

Know that your decisions are final and may not be overridden by any player, manager, or coach.

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Pace of Game

Keep the game moving at all times as quickly as possible.

Safety

Make sure all safety rules are adhered.

In the event of a collision, hold up all runners to avoid pileups.

Attitude

Help instill a run-on-and-off-the-field attitude in the players, to stimulate the game and keep morale high.

Encourage all players, particularly younger ones who may be having a rough time at the plate.

Enforcement of Proper Behavior of Adults

During an active half-inning, you are not required to answer any questions from managers, coaches, or other parents

In the event that any manager, coach, or any other parent behaves in an inappropriate manner:

Issue a warning to the team manager and note the parent's child on the lineup card.

If the behavior continues, ask the parent to leave the area.

If the parent continues inappropriate behavior and does not leave, remove the parent's child from the game. The issue will be reviewed by the league headquarters for further disciplinary actions.

Responsible for running Pitching Machines in K, A and B.

At the start of the game, set the pitching machine. Call "Play ball" when it is ready.

During game, if machine needs adjustment, call time. When machine is ready, have the batter step into the batter's box.

II. RULES OF THE GAME — ALL DIVISIONS

NOTE: These are CYO-specific rules, meant to supplement those of the National Little League Handbook. Please refer to the Handbook for any topic not covered herein.

A. *Field Dimensions and Setup*

1. Chart of Distances Between Bases

	<u>Distance Between Bases</u>	<u>Distance Home to Pitcher</u>
Div K	50 feet	15 feet
Div 1	60 feet	25 feet
Div 2	60 feet	35 feet
Div 3	60 feet	46 feet
Div 4	60 feet	46 feet
Div 5	60 feet	46 feet
Div 6	70 feet	52 feet
Div 78	70 feet	52 feet

Use of Double Bases

In all divisions, all *first bases* must be double bases. The orange side must be placed *outside* of the first-base line, for the runner. The white must be placed *inside* of the first-base line, for use on defense.

Games

2. Length

a) Games are played by allotted time limits, *not* by innings played.

<u>DIVISION</u>	<u>TIME LIMIT (subject to weather conditions)</u>
K	1 hour 40 minutes
1	2 hours
2	2 hours
3	2 hours
4	2 hours
5	2 1/2 hours, or 7 innings
6	2 1/2 hours, or 7 innings
78	2 1/2 hours, or 7 innings

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Umpires may call a game before the end of the allotted time if, in their judgment, the completion of the next full inning would not be possible.

Promptness

All games must start *promptly at the allotted time*.

All games definitely end at allotted time.

Suspensions/Cancellations

In advance of game time:

If the suspension of games is necessitated by rain, cold, field conditions, etc., the *league office* reserves the right to notify all players in their homes on the morning of the games, by means of the appropriate chain of phone calls.

After players and parents have arrived on the field:

The determination to suspend a game on account of rain, cold, field conditions, etc., rests with the team managers, who must meet and reach a mutual agreement. If managers cannot agree, the final decision will be up to the umpire(s). *At all times our primary interest must be the safety and health of the players.*

In the event of rain or other disruption of a game, an official game is determined as follows:

Three complete innings if the home team is losing.

Two and one-half innings if the home is winning.

If a game is canceled or suspended, the game will not be made up.

Equipment

All equipment must be Little League regulation, specific to each division.

Ball

In Divisions K – 3 the official league ball is the Easton Incrediball.

In Divisions 4 – 78 the official league ball is the Diamond Pro or Worth RIF 5.

Each team must provide one new baseball at the start of each game.

Bats

Material/shape — A bat must be a smooth rounded stick made of wood or of material tested and proved acceptable to Little League standards.

Size — Must be in accordance with Little League specifications for division. It may not be more than 33 inches in length, and its diameter may not be more than 2 3/4 inches. A

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wooden bat may not have a diameter of less than 1 1/8 inches (not less than 1 inch if the bat is less than 30 inches long) at its smallest part. Can not be a softball ball.

Style — No laminated bats. Colored bats are acceptable.

Taping — Bats may be taped or fitted with a sleeve for a distance not exceeding 16 inches from the small end.

Players' bats — Players may bring their own bat to a game but it then comes under the rules of the league and must be available to all players in that game.

Illegal bats — A bat not meeting specifications must be removed from the game.

Helmets

Must be worn by

- On-deck batters
- Hitters
- Base runners

A player throwing off his helmet on purpose while running the base will receive a warning. On a second occurrence, he or she will be called out.

Rules of Play

Lineup card

A player who is not present at the writing of the lineup card cannot be listed on initial lineup. A player who arrives after the lineup card has been set must be inserted into the lineup at the end of the batting order.

Absent players are to be marked at the bottom of the lineup card.

Lateness

If a team is on the field with fewer than 10 players, and an additional player shows up, that player can be inserted into the empty defensive position immediately.

If a team is at bat and an additional player shows up, that player will bat at the end of the batting order.

A player arriving after his team has defended the field may not use that inning as his turn to "sit out" defensively.

Batting

Batting Circle

In divisions K through B, a circle will be marked on the field around home plate. Any ball not clearing this circle is considered a foul ball. For K 15 feet for A & B 10 feet.

Batting Order

In all divisions, the batting order shall be continuous from inning to inning. All

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players on each team will be listed in the lineup, and they will bat in turn, whether or not they are playing defensively. Absent players are to be noted on the bottom of the lineup card.

THERE IS NO On Deck Circle

A player caught swinging a bat anywhere besides the batter's box will result in the On Deck Batter being called out.

The out would count immediately.

If the out ends the inning, the batter who was at bat would start the next inning, the on deck batter called out would miss his turn and the second batter would be the next scheduled batter.

Defense

Two players will sit out an inning if a full team is present. However, no player may sit out two innings before each player has sat out one.

Up to and including Division 6, every player must play at least one inning in the outfield and one in the infield.

Up to and including Division 3, catcher interference will not be called.

Safety (Dugout, Bat throwing, and Interference)

Dugout Rule — All players not on the field, at-bat or on deck must stay in the dugout-designated areas behind first and third base.

Batting Missed turn at bat — If, at a player's turn at bat, he or she is not present, that player will cause an automatic out.

Throwing of bats — The player may not throw the bat. Penalties for thrown bats vary and are listed in the division-specific sections of this rulebook

Interference

Rules must be read together. They are designed to create a safe baseball environment and to avoid injury. Any violation of these rules must be reported to the *division head*, who will in turn report it to the *league director's* office.

A base runner (offensive player) may not intentionally run through, knock down, or barrel over a defensive player at any base or base path. Violation is an out. If contact is deemed intentional the base runner is ejected from game. All runners must return to last base touched.

The base runner can juke step or slide to avoid the defensive player (but not by running out of the base path).

A defensive player who is defending a base, but is not in possession of the ball, must allow a free path to the base. If the defensive player does not allow a free path to the base or otherwise hinders a runner, interference will be called and the umpire will award the runner whatever base the runner would otherwise have reached had there been no

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interference.

A defensive player lying across a base trying to pick up a dropped ball but preventing a runner from tagging the base is cited for interference.

Dead Ball

If a coach, umpire, pitching machine, or pitching-machine cord in the field is hit with a batted ball, the ball is considered dead. If any of the above-mentioned are hit with a thrown ball, the ball is in play.

If a coach intentionally touches a batted or thrown ball, the ball is considered dead and the umpire shall determine the awarding of bases to the batter and any runners.

III. RULES SPECIFIC TO DIVISIONS

A. DIVISION K (KINDERGARTEN)

NOTE: These are CYO-specific rules, meant to supplement those of the National Little League Handbook. Please refer to the Handbook for any topic not covered herein.

Field

Distance between bases — 50 feet

Pitch Machine at 15 feet set to 12-15.

First base must be a double base. The orange side must be placed *outside* of the first-base line, for the runner. The white must be placed *inside* of the first-base line, for use on defense.

No catcher / no plays at home.

Umpires – Run Pitching Machine

Coaches' Positions During a Game

Defense

Outfield — One coach is allowed. Purpose is to teach backing up infielders by running towards ball. At the time a ball is hit the coach must be, *behind the fielders*.

Infield — One coach is allowed. Purpose is to direct infielders prior to hit where the play is and follow through on that direction during the play. He must be situated between pitching machine and second base.

Offense

Three allowed — one at Home who will receive pitches from machine and one each at first and third base.

Substitutions

Free substitution is permitted. A player taken out of the game is eligible to return later.

Rules of Play — Defense

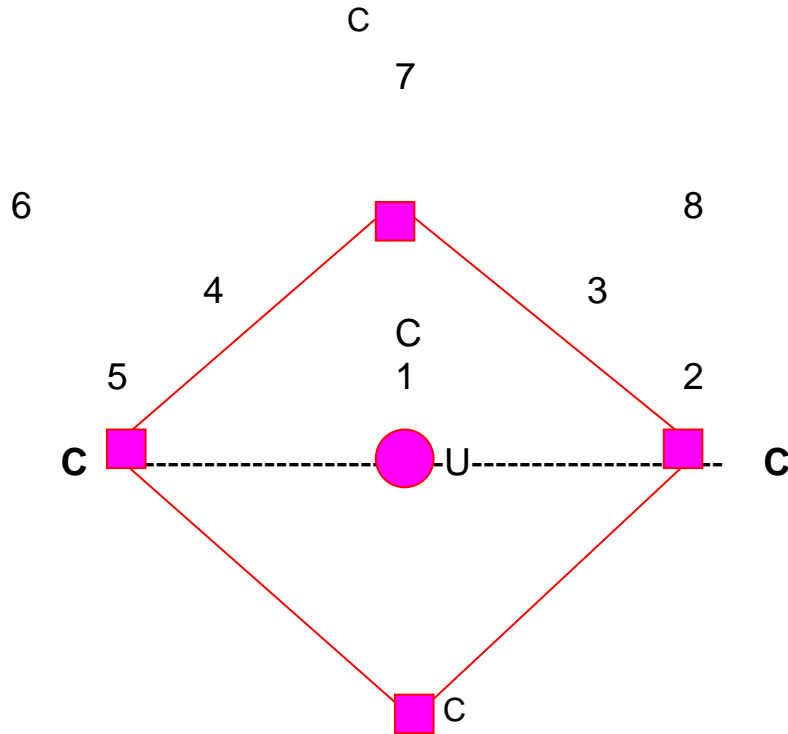
Each team will field a maximum of ten (8) and a minimum of seven (6) players.

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Positions (see map)

Infield — one player will be assigned each of the following: pitcher, catcher, first base, second base, shortstop, third base.

Outfield — Five players will be positioned in the outfield from foul line to foul line in a semicircle, 15 feet beyond the bases. Rule of thumb on the grass before ball is hit.



Infield Safety Line — Until the ball is hit, all players (no catcher) must be positioned behind an imaginary line from third base to first base. This includes the pitcher position.

Rotation

1 Inning Rotation: Players rotate positions each inning.

The rotation is as follows:

DH 1 to 1st - DH 2 to Pitcher - P to 2nd - 1st to SS - 2nd to 3rd - SS to LF - 3rd to CF -
- RF to LF - CF to DH 1 - RF to DH 2

Two players will be the Designated Hitter (sit out) an inning if a full team is present. However, no player may sit out two innings before each player has sat out one.

Direct-throw rule v. wild throw

Direct-throw rule –The result of the play is that the runner is safe, and can not advance, all runners must stop and the ball is dead. Even if play is behind the lead

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runner.

In the opinion an umpire, a fielder threw directly to a base where (1) there was a legitimate play, (2) an adult could have caught that ball and made the out, even if the player covering the base misses the throw or never acknowledges the ball. The play will be called dead with no further advance of runners on any base. (This will encourage players to throw the ball rather than run with it.)

Wild throw — If a fielder throws to the wrong base (e.g., the play is to first and the fielder throws to second.) or the throw is so high or wide an adult could not catch the ball, that will be considered a wild throw, and the runner(s) will advance one base.

No plays at Home all plays are direct to one of the other bases.

Rules of Play — Offense

Batting Rules

Seven batters in and odd inning and six batters in an even inning, regardless of how many outs may occur.

Weekly rotation — The batting order shall be continuous from 1 – 13 in a game, and shall rotate each week as follows: the first batter in Game 1 shall be the last batter in Game 2, with all other batters moving up one position in the batting order.

3 Swings at a Pitching machine pitched ball.

After 3rd swing even if fouled the tee is brought out for the batter to hit.

No strikeouts

No limit on number of foul balls off tee.

A hit ball that bounces within the 15-foot circle is considered a foul ball.

At a player's request, a coach may assist the player on a fifth swing if player fails to make contact with the ball after four swings.

The player may not throw the bat. Penalties for thrown bats are as follows:

Any batter who throws the bat *outside the 15-foot batting circle* is automatically out, and the ball is called dead. Runners will return to their original bases.

Any batter who throws the bat *within the 15-foot circle* will cause the batting team to receive a warning, but the ball will be in play. A second warning to the same team in the same game will result in an automatic out and the ball will be called dead. Runners will return to their original bases.

Base running Rules

No base stealing, no leads: base runners must remain on the bag until the ball is hit.

A runner who deliberately slides into a base hands or head first will be called out.

Base runners may "tag up" (attempt to reach the next base) after a fly ball is caught.

Wild throws

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On a wild throw that goes out of bounds (i.e., goes approximately ten feet past baseline or hits the backstop), or as described under direct throw - the base runners will automatically advance one base. Exception: a *direct throw*.

Suspension of Play/Timeouts

Play is suspended when the umpire calls "Time out," and the ball is dead. Play will resume when the batter is in the batter's box, the ball is ready to be pitched or placed on the tee, and the umpire calls "Play ball."

At any time during the game, as often as needed, a manager of the offensive or defensive team may request timeouts for instructional purposes.

Once a runner stops, that runner may request time out.

On a ball hit to the outfield, play will stop when an outfielder throws the ball into the infield square – Once the thrown ball bounces or is caught in the infield square [and the receiving player is not attempting to make a play], the Umpire will immediately call time. Regardless of whether the runners have stopped running.

Each base runner will return to the last base touched, unless he or she is closer to the next base, in which case that base will be awarded (the 3/4 Rule).

In all the above cases, the timeout does not take effect until the umpire acknowledges the request by calling, "Time."

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DIVISION 1 (FIRST GRADE)

NOTE: These are CYO-specific rules, meant to supplement those of the National Little League Handbook. Please refer to the Handbook for any topic not covered herein.

Field

- Distance between bases — 60 feet
- Distance from home to pitching machine — 25 feet
- Speed of pitching machine — Dial setting 20–22

First base is a double base. The orange side must be placed *outside* of the first-base line, for the runner. The white must be placed *inside* of the first-base line, for use on defense.

Umpires

- League-provided, and run pitching machine.

Coaches' Positions During a Game

- Defense
 - Outfield — One coach is allowed. Purpose is to teach backing up infielders by running towards ball. At the time a ball is hit the coach must be, *behind the fielders*.
 - Infield — None.
- Offense
 - Three allowed — one at Home and one each at first and third base

Substitutions

- Free substitution is permitted. A player taken out of the game is eligible to return later.

Rules of Play — Defense

Each team will field a maximum of ten (10) and a minimum of seven (7) players.

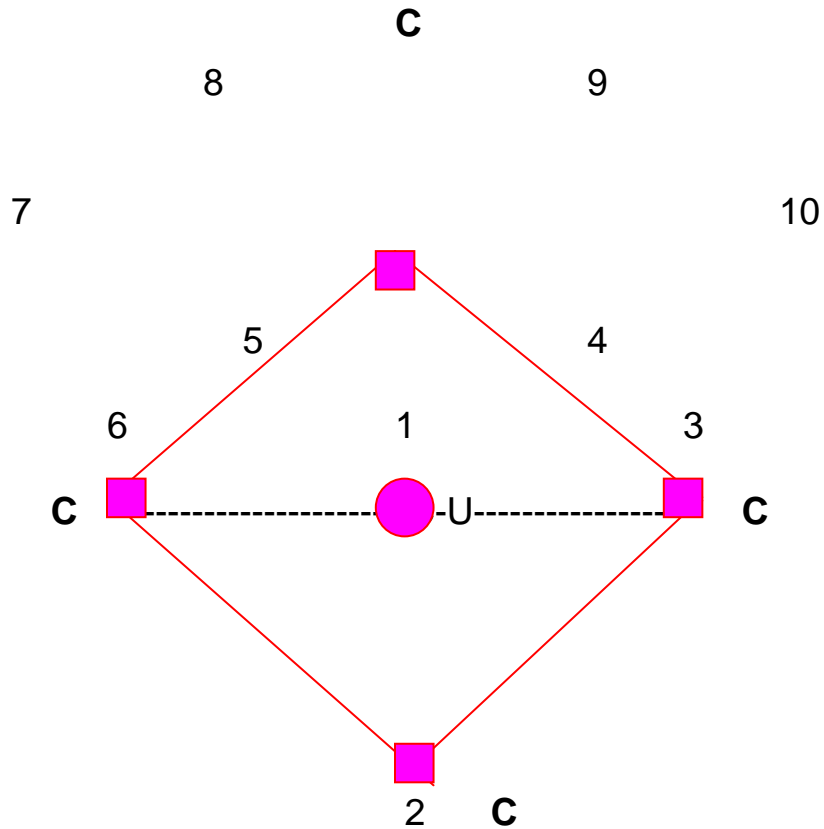
Positions (see map)

Infield — one player will be assigned each of the following: pitcher, catcher, first base, second base, shortstop, third base.

Outfield — Four players will be positioned in the outfield from foul line to foul line in

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a semicircle. Fielders must be 15 feet past bases prior to ball being batted.



Infield Safety Line — Until the ball is hit, all players (except catcher) must be positioned behind an imaginary line from third base to first base. This includes the pitcher position.

Rotation

Pitcher/first base:

No player may play *either pitcher and/or first base* for more than two innings per game. If a child plays first base for two innings, he or she may not play the pitcher position that game, and vice versa. A child may play first base for one inning and pitcher for one inning per game.

Other positions

No child may play any other position more than two innings per game

Each child must play an infield position for at least one inning *and* an outfield position for at least one inning.

Coaches' discretion — Coaches may position their players at their discretion, except that each team is to field no more than ten players, four in the outfield straight around, and no short fielders; i.e., no player can play on second base itself.

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The Pitcher must be within 3 feet left or right of the center of the baseball diamond at the time the ball leaves the pitching machine.

Two players will sit out (DH) an inning if a full team is present. However, no player may sit out two innings before each player has sat out one.

Direct-throw rule v. wild throw

Direct-throw rule –The result of the play is that the runner is safe, can not advance, all runners must stop and the ball is dead.

In the opinion an umpire, a fielder threw directly to a base where (1) there was a legitimate play, (2) an adult could have caught that ball and made the out, even if the player covering the base misses the throw or never acknowledges the ball. The play will be called dead with no further advance of runners on any base. (This will encourage players to throw the ball rather than run with it.)

Wild throw — If a fielder throws to the wrong base (e.g., the play is to first and the fielder throws to second), or so high or wide that an adult could not catch the ball it will be considered a wild throw, and the runner(s) will advance one base.

Catcher interference will not be called.

After a play at the plate, the ball is considered dead. Runners stop at last base touched (3/4 rule)

Rules of Play — Offense

Batting

Eight batters per inning, or 3 outs which ever may occur first.

Weekly rotation — The batting order shall be continuous from 1 – 12 in a game, and shall rotate weekly as follows: the first batter in Game 1 shall be the last batter in Game 2, with all other batters moving up one position in the batting order.

Pitching machine used

A batted ball that hits the pitching machine is considered a dead ball (no pitch)

A hit ball that bounces within the ten-foot circle is considered a foul ball.

Batters are allowed five swings at a pitched ball, subject to the following exceptions:

If the batter, after the five allotted swings, continues to hit consecutive foul balls, he or she may be allowed extra swings until the batter cleanly misses or gets a hit.

If the batter fails to make contact after the above, a batting tee will be brought out.

No bunting

No infield fly rule

The player may not throw the bat. Penalties for thrown bats are as follows:

Any batter who throws the bat *outside the ten-foot batting circle* is automatically out, and the ball is called dead. Runners will return to their original bases.

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Any batter who throws the bat *within the ten-foot circle* will cause the batting team to receive a warning, but the ball will be in play. A second warning to the same team in the same game will result in an automatic out and the ball will be called dead. Runners will return to their original bases.

Base running

No base stealing, no leads: base runners must remain on the bag until the ball is hit.

A runner who deliberately slides into a base head first will be called out.

Base runners may "tag up" (attempt to reach the next base) after a fly ball is caught.

Suspension of Play/Timeouts

Play is suspended when the umpire calls "Time out," and the ball is dead. Play will resume when the batter is in the batter's box, the ball is placed on the tee, and the umpire calls "Play ball."

At any time during the game, as often as needed, a manager of the offensive or defensive team may request timeouts for instructional purposes.

Once a runner stops, that runner may request time out.

On a ball hit to the outfield, play will stop when an outfielder throws the ball into the infield square – Once the throw is controlled or caught in the infield square [and the receiving player is not attempting to make a play], the Umpire will immediately call time. Regardless of whether the runners have stopped running.

Each base runner will return to the last base touched, unless he or she is closer to the next base, in which case that base will be awarded (the 3/4 Rule).

In all the above cases, the timeout does not take effect until the umpire acknowledges the request by calling, "Time."

B. DIVISION 2 (SECOND GRADE)

NOTE: These are CYO-specific rules, meant to supplement those of the National Little League Handbook. Please refer to the Handbook for any topic not covered herein.

1. Field/Pitching Machine

- a) Distance between bases — 60 feet
- b) Distance from home to pitcher — 35 feet
- c) Speed of pitching machine — Dial setting 35
- d) First Base is a double base. The orange side must be placed *outside* of the first-base line, for the runner. The white must be placed *inside* of the first-base line, for use on defense.

2. Umpires

- a) League-provided.
- b) Umpire will operate pitching machine.
- c) Swinging strikes only, no called strikes. No balls will be called, no bases-on-balls granted.

3. Coaches' Positions During a Game

- a) Defense
All coaches must be in the dugout area.
- b) Offense
Three allowed — One batting coach, who will stand at the end of the backstop; one each at first and third base.

4. Substitutions

Free substitution is permitted. A player taken out of the game is eligible to return later.

Rules of Play — Defense

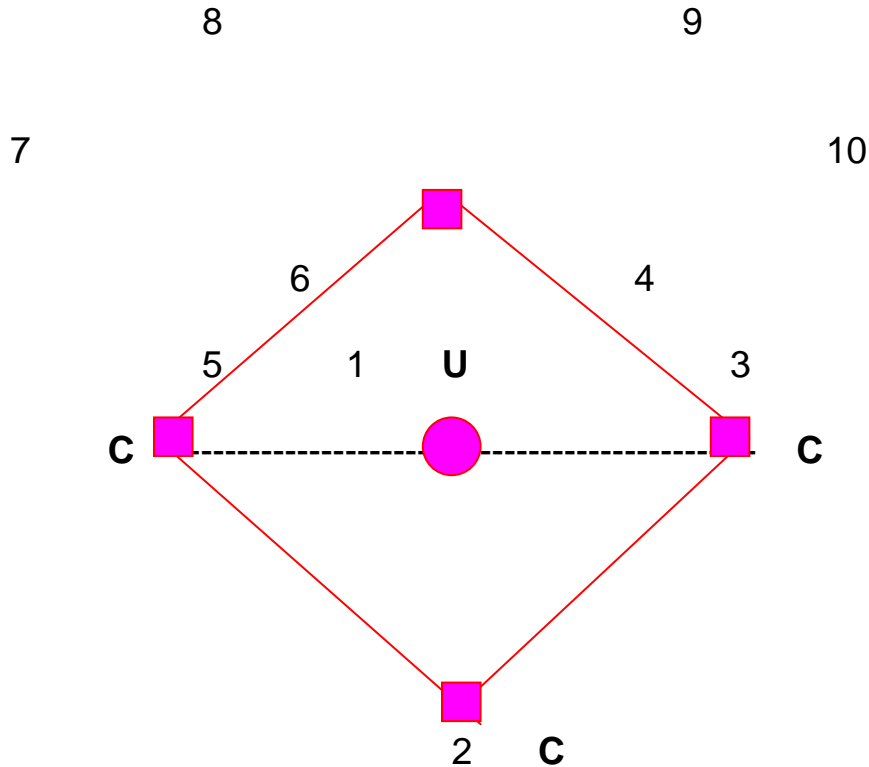
Each team will field a maximum of ten (10) and a minimum of seven (7) players.

Positions (see map)

Infield — one player will be assigned each of the following: pitcher, catcher, first base, second base, shortstop, third base.

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Outfield — Four players will be positioned in the outfield from foul line to foul line in a semicircle — left fielder, left-center fielder, right-center fielder, right fielder. (No short-center fielder.) Fielders must be 15 feet deep prior to ball being batted.



Infield Safety Line — Until the ball is pitched, all players (except catcher) must be positioned behind an imaginary line from third base to first base. This includes the pitcher position.

Rotation

No child can play 1 position more than 2 innings.

Each child must play an infield position for at least one inning *and* an outfield position for at least one inning.

Two players will sit out an inning if a full team is present. However, no player may sit out two innings before each player has sat out one.

Direct-throw rule v. wild throw

Direct-throw rule — The result of the play is that the runner is safe, can not advance, all runners must stop and the ball is dead.

In the opinion of an umpire, a fielder threw directly to a base where (1) there was a legitimate play, (2) an adult could have caught that ball and made the out, even if the player covering the base misses the throw or never acknowledges the ball. The play will be called dead with no further advance of runners on any base. (This will encourage players to throw the ball rather than run with it.)

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Wild throw — the runner(s) will advance the base they were going to plus one base.

The throw is so high or wide that an Adult could not catch the throw, The direct throw rule can not apply and it will be considered a wild throw.

On a wild throw that stays in play and not deemed a direct throw, runners may advance at their own risk.

There can only be one wild throw call per batted ball

Catcher interference will not be called.

Rules of Play — Offense

Batting

An inning's length is determined by three outs or a maximum of eight (8) batters, whichever occurs first.

Weekly rotation — The batting order shall be continuous from 1 -12 in a game, and shall rotate weekly as follows: the first batter in Game 1 shall be the last batter in Game 2, with all other batters moving up one position in the batting order.

Pitching machine used.

A batted ball that hits the pitching machine is considered a dead ball (no pitch).

Batters may strike out on swinging strikes only. A strikeout will consist of any of the following combinations:

Three swinging strikes (misses),

A combination of one miss and one or more fouls, followed by a miss,

Two or more fouls followed by a miss.

No balls will be called, no bases-on-balls granted.

No bunting

No infield fly rule

The player may not throw the bat. Penalties for thrown bats are as follows:

Any batter who throws the bat *outside the ten-foot batting circle* is automatically out, and the ball is called dead. Runners will return to their original bases.

Any batter who throws the bat *within the ten-foot circle* will cause the batting team to receive a warning, but the ball will be in play. A second warning to the same team in the same game will result in an automatic out and the ball will be called dead. Runners will return to their original bases.

Base running

No base stealing, no leads: base runners must remain on the bag until the ball is hit.

Sliding or veering into the base are permitted to avoid collision, subject to the following safety rules:

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No headfirst slides are allowed. If the runner slides headfirst, he or she will be called out.

If the runner tries to intentionally upend the baseman, the runner will be called out. The runner may not intentionally run into a fielder to knock a ball free or because the fielder is blocking the base path.

No roll-blocking slides. A roll-block slide to break up a double play will result in both runners being out.

Base runners may "tag up" (attempt to reach the next base) after a fly ball is caught.

Suspension of Play/Timeouts

Play is suspended when the umpire calls "Time out," and the ball is dead. Play will resume when the batter is in the batter's box and the umpire calls "Play ball."

The manager of the defensive team may request one timeout per game. The manager of the offensive team may not request a timeout.

Once a runner stops, that runner may request time out.

On a ball hit to the outfield, play will stop when an infielder, inside the square of the base paths, has control of the ball and calls "time," regardless of whether the runners have stopped running. Umpires will acknowledge the player's request by calling "Time." Each base runner will return to the last base touched, unless he or she is closer to the next base, in which case that base will be awarded (the 3/4 Rule).

In all the above cases, the timeout does not take effect until the umpire acknowledges the request by calling, "Time."

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DIVISION 3 (THIRD GRADE)

NOTE: These are CYO-specific rules, meant to supplement those of the National Little League Handbook. Please refer to the Handbook for any topic not covered herein.

5. Field/Pitching Machine

- a) Distance between bases — 60 feet
- b) Distance from home to pitcher — 46 feet
- c) Speed of pitching machine — Dial setting 45
- d) First base is a double base. The orange side must be placed *outside* of the first-base line, for the runner. The white must be placed *inside* of the first-base line, for use on defense.
- e) In the event that a pitching machine is not assigned to your game or the weather conditions do not allow the use of the machine, the batting team will supply a coach pitcher.

6. Umpires

- a) League-provided.
- b) Umpire will operate pitching machine
- c) Called strikes. No balls will be called, no bases-on-balls granted.

7. Coaches' Positions During a Game

- a) Defense
None; all coaches must be in the dugout area.
- b) Offense
Two allowed —one each at first and third base.

8. Substitutions

Free substitution is permitted. A player taken out of the game is eligible to return later.

9. Rules of Play — Defense

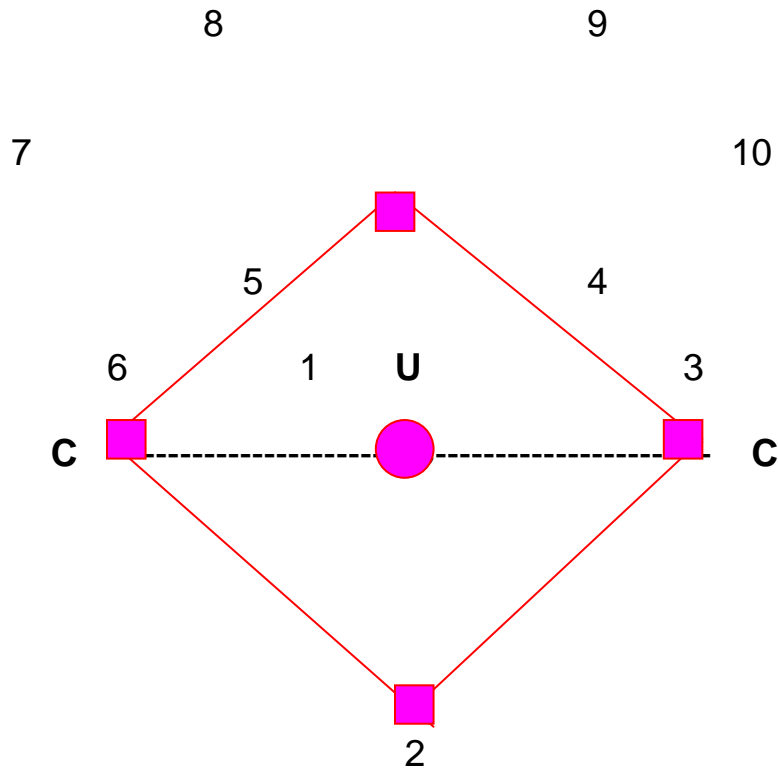
Each team will field a maximum of ten (10) and a minimum of seven (7) players. The acceptable minimum will be reduced to six (6) only if, during a game, a team loses a player due to illness, injury or ejection.

6. Positions (see map, below)

- Infield — one player will be assigned each of the following: pitcher, catcher, first base, second base, shortstop, third base.

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- Outfield — Four players will be positioned in the outfield from foul line to foul line in a semicircle — left fielder, left-center fielder, right-center fielder, right fielder. (No short-center fielder.) Fielders must be at least 5 feet deep on the grass when ball is batted.



Infield Safety Line — Until the ball is hit, all players (except catcher) must be positioned behind an imaginary line from third base to first base. This includes the pitcher position.

Rotation

Fielding rotation subject to the following limitations:

Each child must play an infield position for at least one inning *and* an outfield position for at least one inning.

No player may play the same position for more than 3 innings per 6 innings played.

Two players will sit out an inning if a full team is present. However, no player may sit out two innings before each player has sat out one.

Catcher interference will not be called.

After a play at the plate, no runner may advance past third base.

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Rules of Play — Offense

Batting

An inning's length is determined by three outs or the number of the players in the batting order, subject to the following conditions:

An inning's length is determined by three outs, subject to the following conditions:

Mercy Inning:

- a) The inning ends when the 8th run is scored.
- b) It is the responsibility of the 3rd base coach not to "whirlybird" home a runner simply because it is the last batter.

No mandatory weekly batting rotation.

Pitching machine used.

A batted ball that hits the pitching machine is considered a dead ball (no pitch)

All balls in fair territory are fair, including a hit ball that bounces within the ten-foot circle.

Strikeouts – Called Strikes

The batter will have three strikes in each at-bat. A strike is defined as a swing that misses the ball, a ball batted foul (for a first or second, but not a third, strike), or an unswung-upon pitch deemed by the umpire to be in the strike zone.

The strike zone will be called tight by the Umpire: corner to corner knees to waist.

No bunting.

No infield fly rule.

Batter may run on a dropped third strike by the catcher (see base-running rules below).

The player may not throw the bat. Penalties for thrown bats are as follows:

Any batter who throws the bat and it hits a dug out fence, the catcher or umpire, the batter is automatically out, and the ball is called dead. Runners will return to their original bases.

Any batter who throws *without harm to anyone* (or rule of thumb within the ten-foot circle of home plate) will cause the batting team to receive a warning, but the ball will be in play. A second warning to the same team in the same game will result in an automatic out and the ball will be called dead. Runners will return to their original bases.

Base running

No leads; base runners must remain on the bag until the ball is hit or enters strike zone.

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Stealing First and Third Base:

All steal attempts are and isolated play without advancement due to error.

No stealing second base.

No double steals.

A batter may attempt to steal first base upon a third strike that a catcher drops or misses.

First base must unoccupied at the time of the catcher miss or drop.

No other runners can run / no consequences

Batter must be tagged or forced at First Base.

A runner batted to second may attempt to steal 3rd base providing that base is unoccupied.

Runner cannot steal once there is 2 strikes on the batter.

A BASE RUNNER ON ANY BASE WITH A BATTER UP: in relation to BASE RUNNING:

- The runner may not lead but can start a forward motion to the next base when the ball enters strike zone.
- If he is deemed to have left early the umpire will call an out without appeal
- If the Batter makes contact and the runner leaves the base in a forward motion to the next base and stops his progress after the base with a force and is now between bases the runner's only option is to return to the last base he last touched.
 - Runner passes 2nd to take 3rd and changes mind because throw is coming in.
 - Fly ball caught, player still has option to tag up.
- If the Batter does not make contact and the catcher throws to the base where the runner left from and has delayed returning too
- The catcher can try to pick off the; runner it is an isolated play.
 - If runner in 1st starts a forward progress when ball enters strike zone, batter does not make contact, catcher receives ball cleanly and runner does not promptly return to 1st. The catcher can snap throw to 1st for a pick off.
 - No other runners can advance
 - No penalties for an over throw
 - Runner is either safe or out by tag

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Sliding or veering into the base are permitted to avoid collision, subject to the following safety rules:

No headfirst slides are allowed. If the runner slides headfirst, he or she will be called out.

If the runner tries to intentionally upend the baseman, the runner will be called out. The runner may not intentionally run into a fielder to knock a ball free or because the fielder is blocking the base path.

No roll-blocking slides. A roll-block slide to break up a double play will result in both runners being out.

Base runners may "tag up" (attempt to reach the next base) after a fly ball is caught.

Wild throws

On a wild throw that goes out of bounds (i.e., goes approximately ten feet past baseline), base runners will automatically advance one base.

On a wild throw that stays in play; base runners advance at their own risk.

Only one wild throw per batted ball or stolen base.

Catcher interference will not be called.

Suspension of Play/Timeouts

Play is suspended when the umpire calls "Time out," and the ball is dead. Play will resume when the batter is in the batter's box and the umpire calls "Play ball."

The manager of the defensive team may request one timeout per game. The manager of the offensive team may not request a timeout.

The defense must stop runners from advancing before requesting time. A defensive player, before requesting time, must have control of the ball inside the rectangle of the base paths, and the runners must have stopped running.

Once a runner stops, that runner may request time out.

In all the above cases, the timeout does not take effect until the umpire acknowledges the request by calling, "Time."

Appeals are allowed. After time is granted, a player may appeal a play at a particular base (e.g., a player leaving early on a tag-up play).

C. **DIVISION 4** (FOURTH GRADE)

NOTE: These are CYO-specific rules, meant to supplement those of the National Little League Handbook. Please refer to the Handbook for any topic not covered herein.

Field/Pitching Machine

- a) Distance between bases — 60 feet
- b) Distance from home to pitcher — 46 feet
- c) Speed of pitching machine — Dial setting 50–52

NOTE: The pitching machine will be used for the *first three innings*, after which players will pitch until the end of the game.

- d) Managers may only use new balls, which must be given to the umpire prior to the start of the game.
- e) First base is a double base. The orange side must be placed *outside* of the first-base line, for the runner. The white must be placed *inside* of the first-base line, for use on defense.
- f) The pitching machine will be manned by the batting team. However, only the *umpire* can determine whether to allow the batter “free looks” at a ball after an adjustment.
- g) Player pitching will be introduced during the season by the following guidelines.

Player PITCHING AND THE FOURTH GRADE

GAME 1 and 2:

- First three innings pitching machine rules.
- Fourth inning on; player pitcher rules.

Game 3 to end of Season:

- Player Pitching full game.

THE PITCHER

- Must have attended 3 of the 13 pitching clinics.
- Winter Clinics are offered the 1st & 2nd Sunday's in Feb and the 1st & 2nd Sunday's in March and prior to every game during season.
- Players who played Fall Ball only need to attend 2 clinics as a refresher.
- Any changes to the attendance record are done through the Division Leader.
 - All qualified registered pitchers must be given an opportunity to

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pitch in a game.

- All players with less than 3 qualifying clinics must make up the difference plus 1 to qualify for next year.

THE PITCHING GAME

1. Pitcher can only throw over the shoulder fast balls.
2. Can only pitch 2 inning in first 2 weeks 3 inning all weeks after.
3. Manager will use 45 pitches games 1 and 2 and 60 pitches games there after as a guide line.
4. On a Double Header he can pitch a maximum of 75 pitches between the two games but not more than 60 in one game.
5. A total of 4 batters can be walked in one inning no matter how many pitchers used.
6. A hit batter does not count as a walk.
7. Once a pitcher has walked 4 batters, he has 12 pitches to get out of the inning then he must be replaced.
8. **The reliever has 24 pitches to close the inning, if he fails to do so he must be replaced. Each succeeding pitcher also gets 24 pitches to end the inning.**
9. In games 1 and 2, each batter will step into the batters box with 1 strike.
10. Starting with game 3, rule 8 is not in effect.
11. At the umpires digression a pitcher will be changed after hitting two batters regardless of innings or pitch count.
12. The 2 trip to the mound rule is in effect.

At the start of the inning with a full squad present, 2 players are your DH.

- If the DH is your next scheduled pitcher, (common) the pitcher comes out of the game.\
- No double switches to the bench.
- Double switches for players on the field, Pitcher to First, first to Short, Short to Pitch.
- If there is 1 or no outs, it does not count as an inning of DH for the incoming pitcher
- If the DH does not come into the game to pitch he can not come into the game unless there is an injury to a position player who comes out.

SITUATIONS:

- Disparity between teams.
If a team should run out of players qualified to pitch during a game, the batting team will use the pitching machine as a pitcher, which would be operated by the batting team.
Or the opposing team can select a player off the bench who has not thrown 60 pitches.
In this scenario, the Manager (A) who has run out of pitching would meet with the Umpire and opposing Manager (B).

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(A) Would identify the pitchers on his staff who have not thrown 60 pitches. (B) Would then select one of those players to re-enter the game.

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- Count
 - Once player pitching starts, (April rule) if a pitching machine needs to be used for one side, the 1 strike on the batter will be consistent.

2. Umpires

- a) League-provided
- b) Umpire will *not* operate pitching machine.
- c) Swinging strikes and called strikes. When Pitching Machine is used: No balls will be called, no bases-on-balls granted.
- d) Umpires shall record the number of runs scored in each inning and determine a final, official score.

3. Coaches' Positions During a Game

- a) Defense
 - None; all coaches must be in the dugout area.
- b) Offense
 - 3 allowed - 1 to operate the pitching machine if needed, and 1 each at 1st and 3rd.

4. Substitutions

Free substitution is permitted. A player taken out of the game is eligible to return later.

Except Pitcher, once a pitcher leaves that position he can not return to the pitcher position in that game.

Rules of Play — Defense

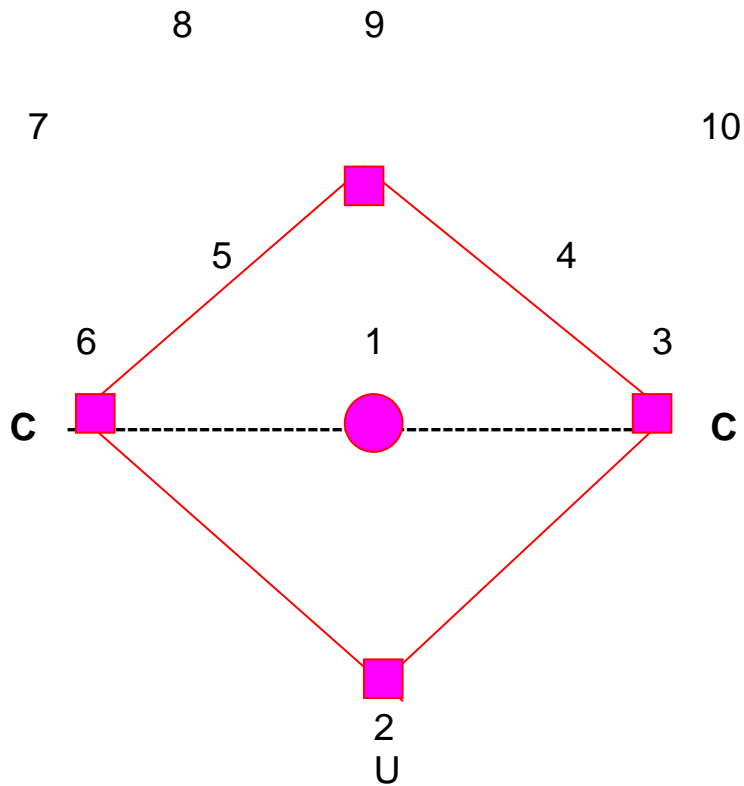
Each team will field a maximum of ten (10) and a minimum of seven (7) players. The acceptable minimum will be reduced to six (6) only if, during a game, a team loses a player due to illness, injury or ejection.

Positions (see map, below)

Infield — one player will be assigned each of the following: pitcher, catcher, first base, second base, shortstop, third base.

Outfield — Four players will be positioned in the outfield from foul line to foul line in a semicircle — left fielder, left-center fielder, right-center fielder, right fielder. One of the fielders may instead be a short-center fielder, provided he or she is at least 15 feet behind second base up to the moment that a ball is hit.

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Rotation

No mandatory fielding rotation, subject to the following conditions:

Each child must play an infield position for at least one inning *and* an outfield position for at least one inning.

Manager may elect to use a player at a position for any length of time.

Two players will sit out an inning if a full team is present. However, no player may sit out two innings before each player has sat out one.

Catcher interference will not be called.

After a play at the plate, the ball is in play but no runner can advance past third base.

Rules of Play — Offense

Batting

An inning's length is determined by three outs, subject to the following conditions:

Mercy Inning:

- a) The inning ends when the 8th run is scored.
- b) It is the responsibility of the 3rd base coach not to "whirlybird" home a runner simply because it is the last batter.

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c) If the pitcher has NOT made a good faith effort to get the last batter out, or intentionally walks him, the umpire will have the discretion to ADD a run on the board for the hitting team.

d) The Mercy inning will be suspended in the last inning if the Visiting team or Home team is losing by 9 or more runs.

No mandatory weekly batting rotation.

A batted ball that hits the pitching machine is considered a dead ball (no pitch).

Strike Zone

The strike zone is an imaginary vertical plane whose height is the distance from the batter's arm pits to his knees, and whose width is that of home plate.

Bunting is allowed.

Thrown Bat:

Any batter who throws the bat and it hits a dug out fence, the catcher or umpire, the batter is automatically out, and the ball is called dead. Runners will return to their original bases.

Any batter who throws *without harm to anyone* (or rule of thumb within the ten-foot circle of home plate) will cause the batting team to receive a warning, but the ball will be in play. A second warning to the same team in the same game will result in an automatic out and the ball will be called dead. Runners will return to their original bases.

Base running

- A base runner may leave the base when the catcher receives the ball. Once his progress towards the next base stops he must tag up to proceed on a non batted ball. Appeal play.

No leading

Rules for stealing

Only one base can be stolen at a time, and it is contingent on a base being open and available. A runner may steal in the following situations and under the following conditions:

Steals are not permitted against the pitching machine or pitcher, only against the catcher.

No leading; base runners must remain on the bag until the ball is in strike zone.

A runner may attempt to steal second or third base on any ball that is not batted foul, *providing that the base is unoccupied*.

If a runner brakes to steal a base and stops or changes direction, he must go back to the original base. He can not delay steal or work himself into a pickle to advance a base.

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A wild throw to the base that is being stolen has consequences applied to that play and that runner.

Ie: Runner's on 1st and 2nd

Runner on 2nd attempts to steal 3rd and the throw goes wild

In bounds the runner may proceed at his own risk

Ball gets kicked out of bounds the runner is awarded home.

Lesson, teach left fielder to back up steal attempt.

Catchers may pick runners off base. (Isolated Play)

A base runner after taking lead when ball enters strike zone stops and does not steal his only option is to return to the base he came from.

Catcher can snap throw to pick that runner off. (no consequences, no other runners may advance, no advancing on an over throw) Runner is either out or safe.

Aborted Steal attempt

Runner breaks for Third

Catcher guns ball to third

Runner stops to return to 2nd

Third baseman fires ball to 2nd and ball goes into the outfield

Runner may advance to third at his own risk.

No other runners may advance

Lesson teaches Center Fielder to back up play and 3rd baseman to run ball towards second getting runner to go full speed and make 1 throw for the out.

A BASE RUNNER IS ON SECOND WITH A BATTER UP: in relation to STEALING 3rd base:

- The runner may not lead but can start a forward motion to the next base when the ball enters strike zone.
- If he is deemed to have left early the umpire will call an out/safe on appeal
- If the runner leaves the base in a forward motion in an attempt to steal 3rd base and stops his progress the runner's options run before the throw back to the pitcher or return to 2nd base.
- If the catcher throws to 3rd base
 - The third baseman can
 - Hold the ball as the runner can not advance
 - Throw to 2nd
 - Consequences apply
 - Runner is either safe or out by tag
- If the catcher throws to second to pick off runner who stopped and is going back; it is an isolated play
 - No other runners can advance
 - Runner is either safe or out by tag

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A BASE RUNNER ON ANY BASE WITH A BATTER UP: in relation to BASE RUNNING:

- The runner may not lead but can start a forward motion to the next base when the ball enters strike zone.
- If he is deemed to have left early the umpire will call an out without appeal
- If the Batter makes contact and the runner leaves the base in a forward motion to the next base and stops his progress between bases the runner may continue or return to the last base he touched unless it is already occupied.
 - Runner passes 2nd to take 3rd and changes mind because throw is coming in.
 - Fly ball caught, player still has option to tag up.
- If the Batter does not make contact and the catcher throws to the base where the runner left from and has delayed returning too
- The catcher can try to pick off the runner it is an isolated play.
 - I.e. runner on 1st starts a forward progress when ball enters strike zone, batter does not make contact, catcher receives ball cleanly and runner does not promptly return to 1st. The catcher can snap throw to 1st for a pick off.
 - No other runners can advance
 - No penalties for an over throw
 - Runner is either safe or out by tag

No double steals. Only the lead runner may attempt a steal.

No stealing home.

Drop third strike – no dropped 3rd strike.

Sliding or veering into the base are permitted to avoid collision, subject to the following safety rules:

No headfirst slides are allowed. If the runner slides headfirst, he or she will be called out.

If the runner tries to intentionally upend the baseman, the runner will be called out. The runner may not intentionally run into a fielder to knock a ball free or because the fielder is blocking the base path.

No roll-blocking slides. A roll-block slide to break up a double play will result in both runners being out.

A runner who runs *with elbows up* into a fielder will be removed from the game.

Base runners may “tag up” (attempt to reach the next base) after a fly ball is caught.

Wild throws

On a wild throw that goes out of bounds (as discussed in ground rules) base

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runners will advance to the base they are going to plus one.

A wild throw that does not go out of bounds is considered in play, runner advances at his own risk.

Suspension of Play/Timeouts

Play is suspended when the umpire calls "Time out," and the ball is dead. Play will resume when the batter is in the batter's box and the umpire calls "Play ball."

The manager of the defensive team may request one timeout per game. The manager of the offensive team may not request a timeout.

The defense must stop runners from advancing before requesting time. A defensive player, before requesting time, must have control of the ball inside the rectangle of the base paths, and the runners must have stopped running.

Once a runner stops, that runner may request time out.

In all the above cases, the timeout does not take effect until the umpire acknowledges the request by calling, "Time."

Appeals are allowed. After time is granted, a player may appeal a play at a particular base (e.g., a player leaving early on a tag-up play).

D. DIVISION 5 (FIFTH GRADE)

NOTE: These are CYO-specific rules, meant to supplement those of the National Little League Handbook. Please refer to the Handbook for any topic not covered herein.

1. Field/Pitching Machine

- a) Distance between bases — 60 feet
- b) Distance from home to pitcher — 46 feet
- c) Players pitch; pitching machine not used.
- d) Managers may only use new “RIF 5” baseballs, which must be given to the umpire prior to the start of the game.

Player Pitching

2. Umpires

- a) League-provided
- b) The home plate umpire will call balls and strikes.
- c) Umpires shall record the number of runs scored in each inning and determine a final, official score.

3. Coaches’ Positions During a Game

- a) Defense
None; all coaches must be in the dugout area.
- b) Offense
Two allowed — one each at first and third base.

4. Substitutions

Free substitution is permitted. A player taken out of the game is eligible to return later. In all cases except pitcher, the returning player may assume the same position held previously in the game. Once a pitcher is removed from that position, he or she may not return to pitch later in the game.

At the start of the inning with a full squad present, 2 players are your DH.

- If the DH is your next scheduled pitcher, (common) the pitcher comes out of the game.\
- No double switches to the bench.

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- Double switches for players on the field, Pitcher to First, first to Short, Short to Pitch.
- If the DH does not come into the game to pitch he can not come into the game unless there is an injury to a position player who comes out.
- Rules of Play — Defense
- Each team will field a maximum of ten (10) and a minimum of seven (7) players.

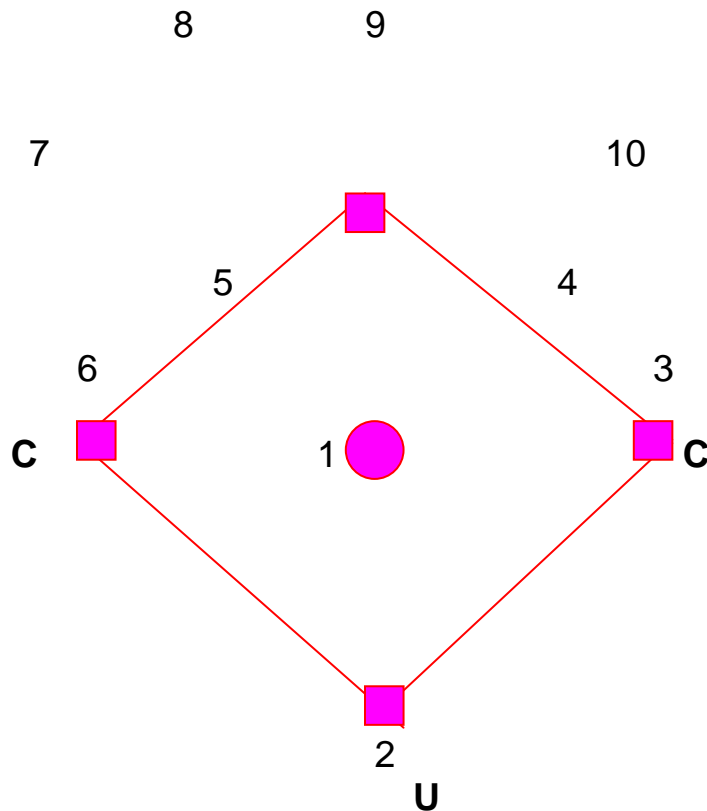
Positions (see map)

Infield

One player will be assigned each of the following: pitcher, catcher, first base, second base, shortstop, third base.

Outfield — Four players will be positioned in the outfield from foul line to foul line in a semicircle — left fielder, left-center fielder, right-center fielder, right fielder.

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Rotation

No mandatory position rotation, subject to the following conditions:

Pitchers —

The pitcher may use only over-the-top fastballs.

- a) 3 innings for the first 2 weeks
- b) 4 inning all weeks after

Manager will use a 60 pitch count for a single game/ 75 for a double header but no more than 60 in one game as a guide line to protect pitchers from injury.

Pitcher must be replaced if he hits two batters in the same inning.

- Once that limit is exceeded the pitcher must be replaced.

Each child must play an infield position for at least one inning *and* an outfield position for at least one inning.

Manager may elect to use a player at a position for any length of time.

Two players will sit out an inning if a full team is present. However, no player may sit out two innings before each player has sat out one.

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After a play at the plate, the ball is in play but no runner may advance past third base.

Rules of Play — Offense

Batting

An inning's length is determined by three outs, subject to the following conditions:

Mercy Inning:

- a) The inning ends when the 8th run is scored.
- b) It is the responsibility of the 3rd base coach not to "whirlybird" home a runner simply because it is the last batter.
- c) If the pitcher has NOT made a good faith effort to get the last batter out, or intentionally walks him, the umpire will have the discretion to ADD a run on the board for the hitting team.
- d) The Mercy rule will be suspended in the last inning if the Visiting or Home team is losing by 9 or more runs.

No mandatory weekly batting rotation.

Strike Zone

The strike zone is an imaginary vertical plane whose height is the distance from the batter's chest to his knees, and whose width is that of home plate.

Balls will be called; bases-on-balls will be granted.

Bunting is allowed.

Infield fly rule applies.

Thrown Bat:

Any batter who throws the bat and it hits a dug out fence, the catcher or umpire, the batter is automatically out, and the ball is called dead. Runners will return to their original bases.

Any batter who throws *without harm to anyone* (or rule of thumb within the ten-foot circle of home plate) will cause the batting team to receive a warning, but the ball will be in play. A second warning to the same team in the same game will result in an automatic out and the ball will be called dead. Runners will return to their original bases.

Base running

- A base runner may leave the base when the pitcher release the ball.
- Appeal play.

No leading

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Pitchers may not pick runners off base.

Catchers may pick runners off base. (Isolated Play)

A base runner after taking lead when ball is released then stops can not steal he must return to the base he came from.

Catcher can snap throw to pick that runner off. (consequences apply)

Sliding or veering into the base are permitted to avoid collision, subject to the following safety rules:

No headfirst slides are allowed. If the runner slides headfirst, he or she will be called out.

If the runner tries to intentionally upend the baseman, the runner will be called out. The runner may not intentionally run into a fielder to knock a ball free or because the fielder is blocking the base path.

No roll-blocking slides. A roll-block slide to break up a double play will result in both runners being out.

A runner who runs *with elbows up* into a fielder will be removed from the game.

Base runners may “tag up”.

Wild throws

On a wild throw that goes out of bounds (as discussed in ground rules), base runners will advance to the base they are going to plus one.

A wild throw that does not go out of bounds is considered in play, runner advances at his own risk.

Rules for stealing

Consequences apply.

No leading; base runners must remain on the base the pitcher RELEASES BALL. A player deemed to leave early will be called out upon appeal.

Steals are not permitted against the pitcher, only against the catcher.

Runners may attempt to steal second or third on any ball that is not batted foul, providing that the next base is unoccupied.

Double steals are only permitted of runners on first and second – taking second and third.

No outright stealing home.

1) Runner may try to advance at own risk on a passed ball or wild pitch. (Beware the Umpire may not agree that it was a passed ball and call out the runner)

2) A Runner on third may delay steal after a throw to second.

- Situation is first and Third.
- Upon release of the ball runner on third can brake for home.

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3) Runner may advance at his own risk if the catcher overthrows the Pitcher

- No Stealing first on dropped third strike

Catcher interference will be called.

Suspension of Play/Timeouts

Play is suspended when the umpire calls "Time out," and the ball is dead. Play will resume when the batter is in the batter's box and the umpire calls "Play ball."

The manager of the defensive team may request one timeout per game for the purpose of defensive strategy.

2 Trip to the mound rule.

The defense must stop runners from advancing before requesting time. A defensive player, before requesting time, must have control of the ball inside the rectangle of the base paths, and the runners must have stopped running.

Once a runner stops, that runner may request time out.

In all the above cases, the timeout does not take effect until the umpire acknowledges the request by calling, "Time."

Appeals are allowed. After time is granted, a player may appeal a play at a particular base (e.g., a player leaving early on a tag-up play).

E. DIVISION 6 (SIXTH GRADE)

NOTE: These are CYO-specific rules, meant to supplement those of the National Little League Handbook. Please refer to the Handbook for any topic not covered herein.

1. Field

- a) Distance between bases — 70 feet
- b) Distance from home to pitcher — 52 feet
- c) Pitching machine not used; players pitch.
- d) Managers may only use new balls, which must be given to the umpire prior to the start of the game.
- e) First base is a double base. The orange side must be placed *outside* of the first-base line, for the runner. The white must be placed *inside* of the first-base line, for use on defense.

2. Umpires

- a) League-provided.
- b) The home plate umpire will call balls and strikes.
- c) Umpires shall record the number of runs scored in each inning and determine a final, official score.

3. Coaches' Positions During a Game

- a) Defense

None; all coaches must be in the dugout area.

- b) Offense

Two allowed — one each at first and third base.

4. Substitutions

Free substitution is permitted. A player taken out of the game is eligible to return later.

5. Rules of Play — Defense

Each team will field a maximum of ten (10) and a minimum of seven (7) players.

Positions (see map)

One player will be assigned each of the following: pitcher, catcher, first base,

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second base, shortstop, third base.

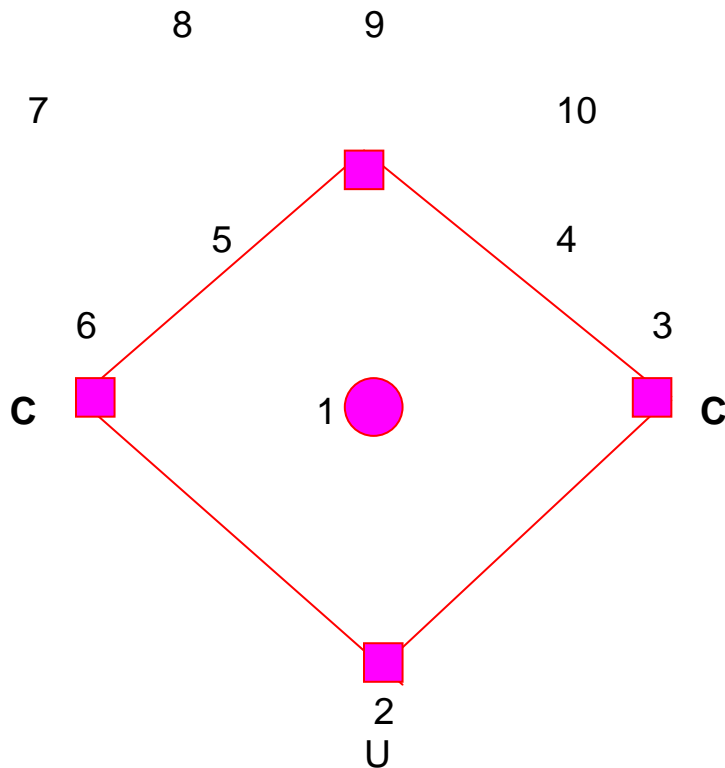
Pitchers —

The pitcher may use only over-the-top fastballs.

- a) 3 innings for the first 2 weeks
- b) 4 inning all weeks after

Manager will use a 60 pitch count for a single game/ 75 for a double header but no more than 60 in one game as a guide line to protect pitchers from injury.

Outfield — Four players will be positioned in the outfield from foul line to foul line in a semicircle — left fielder, left-center fielder, right-center fielder, right fielder.



Rotation

No mandatory fielding rotation, subject to the following conditions:

Each child must play an infield position for at least one inning *and* an outfield position for at least one inning.

Manager may elect to use a player at a position for any length of time.

Two players will sit out an inning if a full team is present. However, no player may sit out two innings before each player has sat out one.

Catcher interference will be called.

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After a play at the plate, the ball is in play but no runner may advance past third base.

Rules of Play — Offense

Batting

An inning's length is determined by three outs, subject to the following conditions:

Mercy Inning:

- a) The inning ends when the 8th run is scored.
- b) It is the responsibility of the 3rd base coach not to "whirlybird" home a runner simply because it is the last batter.
- c) If the pitcher has NOT made a good faith effort to get the last batter out, or intentionally walks him, the umpire will have the discretion to ADD a run on the board for the hitting team.
- d) The Mercy inning will be suspended in the last inning if; The visiting team or Home team is losing by 9 or more runs.

No mandatory weekly batting rotation.

Strike Zone

The strike zone is an imaginary vertical plane whose height is the distance from the batter's chest to his knees, and whose width is that of home plate.

Balls will be called; bases-on-balls will be granted.

Infield fly rule.

Thrown Bat:

Any batter who throws the bat and it hits a dug out fence, the catcher or umpire, the batter is automatically out, and the ball is called dead. Runners will return to their original bases.

Any batter who throws *without harm to anyone* (or rule of thumb within the ten-foot circle of home plate) will cause the batting team to receive a warning, but the ball will be in play. A second warning to the same team in the same game will result in an automatic out and the ball will be called dead. Runners will return to their original bases.

Base running
No leading

Catchers may pick runners off base but consequences of a misplay apply.

Pitchers may not pick off runners, as no leading is allowed.

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Sliding or veering into the base are permitted to avoid collision, subject to the following safety rules:

No headfirst slides are allowed. If the runner slides headfirst, he or she will be called out.

If the runner tries to intentionally upend the baseman, the runner will be called out.

The runner may not intentionally run into a fielder to knock a ball free or because the fielder is blocking the base path.

No roll-blocking slides. A roll-block slide to break up a double play will result in both runners being out.

A runner who runs *with elbows up* into a fielder will be removed from the game. Base runners may “tag up” (attempt to reach the next base) after a fly ball is caught.

Rules for stealing

Each situation for stealing is contingent on a base being open and available. A runner may steal in the following situations and under the following conditions:

Once a player leaves a base when the pitchers arm reaches 12:00 and that pitch ball is not batted and the runner stops he can not proceed with out tagging up. An appeal play.

Rules for stealing – Runner may start when Pitchers arm reaches 12 o'clock.

- 1) There is no out right stealing of home.
- 2) If there is a wild pitch or passed ball the runner may try to advance at his own risk, (the runner also takes the risk that the umpire may not consider the ball passed and call the runner out for an outright steal of home)
- 3) A runner may advance at his own risk if a return throw to the pitcher is overthrown
- 4) A runner may delay steal on an attempted steal of 2nd base.

Runners may attempt to steal second or third on any ball that is not batted foul, providing that the next base is unoccupied.

Straight ahead double steals are allowed only when runners are on first and second and both break for second and third bases.

Batter must get out of the catchers way on all steal attempts, failure to do so will result in the batter being called out and all advancement by runners reversed.

- No Stealing first on dropped third strike

Wild throws

On a wild throw that goes out of bounds (as discussed in ground rules). Base the runner is going to plus one.

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A wild throw that does not go out of bounds is considered in play.

Catcher interference will be called.

Suspension of Play/Timeouts

Play is suspended when the umpire calls "Time out," and the ball is dead. Play will resume when the batter is in the batter's box and the umpire calls "Play ball."

The defense must stop runners from advancing before requesting time. A defensive player, before requesting time, must have control of the ball inside the rectangle of the base paths, and the runners must have stopped running.

Once a runner stops, that runner may request time out.

In all the above cases, the timeout does not take effect until the umpire acknowledges the request by calling, "Time."

Appeals are allowed. After time is granted, a player may appeal a play at a particular base (e.g., a player leaving early on a tag-up play).

Division 78 (13/14 year – olds)

NOTE: These are CYO-specific rules, meant to supplement those of the National Little League Handbook. Please refer to the Handbook for any topic not covered herein.

6. Field

7. Distance between bases — 70 feet

8. Distance from home to pitcher — 52 feet

9. Player, Over the shoulder Fast Ball Pitching.

Fastball grips, and change ups that use a fastball motion only.

No Side Arm Delivery, Curves, sliders or other breaking balls.

Managers may only use new balls, which must be given to the umpire prior to the start of the game. A Worth 5 or other approved RIF 5 ball.

Umpires

a) League-provided

b) The home plate umpire will call balls and strikes.

c) Umpires shall record the number of runs scored in each inning and determine a final, official score.

10. Coaches' Positions During a Game

a) Defense

None; all coaches must be in the dugout area.

b) Offense

Two allowed — one each at first and third base.

11. Substitutions

Free substitution is permitted. A player taken out of the game is eligible to return later.

Pitcher Substitution: Pitcher must pitch consecutive inning. Once he leaves the game as a pitcher he may return to any other position except pitcher.

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Rules of Play — Defense

F. Each team will field a maximum of ten (10) and a minimum of seven (7) players.

G. Positions (see map)

Infield

One player will be assigned each of the following: pitcher, catcher, first base, second base, shortstop, third base.

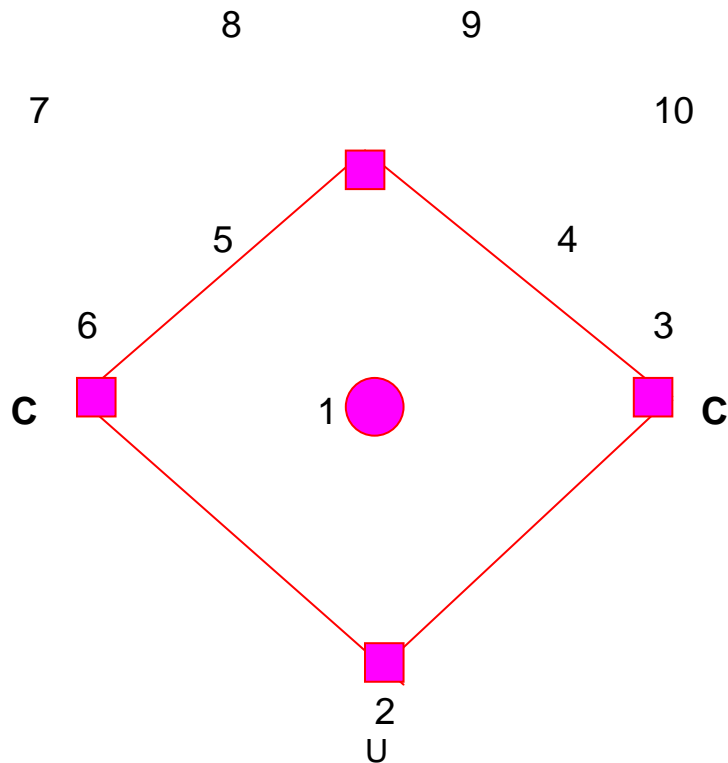
Pitchers

- a) 3 innings for the first 2 weeks
- b) 4 inning all weeks after

Manager will use a 60 pitch count for a single game/ 75 for a double header but no more than 60 in one game as a guide line to protect pitchers from injury.

A pitcher who hits two batters in an inning must be removed.

Outfield — Four players will be positioned in the outfield from foul line to foul line in a semicircle — left fielder, left/right center fielder, right fielder.



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Rotation

No mandatory position rotation: except pitcher and

During a seven inning game each bench player must play two defensive innings in the field but does not need to be consecutive.

Batting order:

Will be continuous from 1 to last player in attendance for the game. Players batting spot comes up regardless of whether he is in the game defensively.

Rules of Play — Offense

Batting

An inning's length is determined by three outs, subject to the following conditions:

Mercy Inning:

- a) The inning ends when the 8th run is scored;
- b) It becomes the responsibility of the 3rd base coach not to "whirlybird" home a runner simply because it was the last batter.
- c) If the pitcher has NOT made a good faith effort to get the last batter out, or intentionally walks him, the umpire will have the discretion to ADD a run on the board for the hitting team.

The Mercy inning will be suspended in the last inning if:

The visiting team or home team is losing by 9 or more runs. If team is losing by more than nine the ½ inning is over once they take the lead by 1 run.

Strikeouts

The strike zone is an imaginary vertical plane whose height is the distance from the batter's chest to his knees, and whose width is that of home plate.

Balls will be called; bases-on-balls will be granted.

Infield fly rule is in effect.

The player may not throw the bat.

Penalties for thrown bats are as follows:

A batter is automatically out in the event; a thrown bat hits the catcher, Umpire or *comes close to an opposing player or spectator*. The ball is called dead.

Runners will return to their original bases.

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Base running

No leading prior to 12:00 arm position.

Sliding or veering into the base are permitted to avoid collision, subject to the following safety rules:

No headfirst slides are allowed. If the runner slides headfirst, he or she will be called out.

If the runner tries to intentionally upend the baseman, the runner will be called out. The runner may not intentionally run into a fielder to knock a ball free or because the fielder is blocking the base path.

No roll-blocking slides. A roll-block slide to break up a double play will result in both runners being out.

A runner who runs *with elbows up* into a fielder will be removed from the game.

Catchers may pick runners off base with all baseball rules of consequence involved.

After a sliding tag play at the plate, the ball is in play but no runner may advance from third base to cause a potential pile-up.

A runner may advance from first to third, the catcher may attempt a play. All consequences prevail (overthrow / out)

Rules for stealing – Runner may start when Pitchers arm reaches 12 o'clock.

- 5) There is no out right stealing of home.
- 6) If there is a wild pitch or passed ball the runner may try to advance at his own risk, (the runner also takes the risk that the umpire may not consider the ball passed and call the runner out for an outright steal of home)
- 7) A runner may advance at his own risk if a return throw to the pitcher is overthrown
- 8) A runner may delay steal on an attempted steal of 2nd base.
 - a. The runner must be touching third base until the catcher releases the throw.

Runners may attempt to steal second or third on any ball that is not batted foul, providing that the next base is unoccupied.

Straight ahead double steals are allowed only when runners are on first and second and both break for second and third bases.

A delay steal of home is permitted on a double steal of second and home.

No outright stealing of home.

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A running can go home on a passed ball / wild pitch.

Batter must get out of the catchers way on all steal attempts, failure to do so will result in the batter being called out and all advancement by runners reversed.

No drop 3rd strike stealing

Wild throws

On a wild throw that goes out of bounds (as discussed in ground rules) Base runners will get base they were going to plus one.

A wild throw that does not go out of bounds is considered in play; runners advance at their own risk.

Suspension of Play/Timeouts

Play is suspended when the umpire calls "Time out," and the ball is dead. Play will resume when the batter is in the batter's box and the umpire calls "Play ball."

The manager of the defensive team may request timeouts for the purpose of talking to the pitcher, upon a second time out in an inning the manager must change pitchers.

The defense must stop runners from advancing before requesting time. Once a runner stops, that runner may request time out.

In all the above cases, the timeout does not take effect until the umpire acknowledges the request by calling, "Time."

Appeals are allowed. After time is granted, a player may appeal a play at a particular base (e.g., a player leaving early on a tag-up play).