

Youth Baseball

PCYL League Rules (8U—15U)

2023



General Rules and Regulations

- 1) **Coaches:** Only two (2) adult coaches will be allowed on the playing field during a game. Each team may have one adult scorekeeper on the bench.
- 2) If one team does not have at least (8) players by 15 minutes past the scheduled starting time, they shall forfeit the game (unless there has been a prior agreement).
- 3) **Cancellations:** Prior to the start of the game, it shall be the responsibility of the home team to decide if the field is playable and will support a safely played game. Such decisions should be made as soon as possible and the visiting team notified a least one and one-half (1 1/2) hours prior to the scheduled start of the game if possible.
- 4) Once the game begins, it shall be at the **discretion of the home plate umpire** in consultation with the respective coaches to decide if the game is playable. The umpire should have the discretion to postpone or cancel the game.
- 5) **Make up Games:** Games, which are canceled, must be made up within seven (7) calendar days of the originally scheduled game, weather permitting. If the weather prohibits make-up within this period, or a conflict arises between the two teams over the rescheduling of the canceled game, or there is playing field availability problem, and the conflict cannot be resolved, the league president shall set a time and place for the game to be replayed.
- 6) **Scorebook:** The home team shall have the responsibility to keep the official scorebook. Score books must be kept by coaches, players or other designated person. Scorekeeper shall sit on the bench or in the dugout. The score books will include records of pitchers, pitch count if used and the number of innings pitched for each game.
- 7) To eliminate attempts to win by distracting the other team (rather than by outplaying the other team).
 - A) No manager, player, substitute, or coach shall at any time, whether from the bench, the coaches box or on the playing field or elsewhere use language which will in any manner refer to or reflect upon opposing players, an umpire, or any spectator;
 - B) Incite or try to incite by word or sign a demonstration by spectators.
 - C) Call "time" or employ any word or phrase or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit a balk.
 - D) Players/coaches/fans are not allowed to tease, taunt, name call or use profanity.
- 8) All coaches and organizations are encouraged to stress **good sportsmanship** and fair play at all times to themselves, their players, and their fans.
- 9) **In the case of an abusive coach/fan**, either coach or the umpire may call a conference. The offender must bring their behavior under control or will be asked to leave. If they refuse, the game may be called and the team with that coach/fan will forfeit the game.
- 10) During the game, players must remain within the playing area (Field/Dug-out). Restroom will be the only exception.
- 11) All players and coaches will line up and shake hands at the completion of the game.

8U Specific Rules

- 1) **Number of Players:** An on-field team shall consist of a maximum of ten players. The minimum number of players a team can field is eight. Having less than eight players will result in a forfeit, but the game may still be played with volunteers from the other team. Every player must play a minimum of three innings during each game.
 - A) The players on defense will be positioned as follows: four (4) outfielders, four (4) infielders one (1) pitcher (who will stand to either side of the pitching machine) and one (1) catcher who will take his normal position.
- 1) **Player Sharing:** The sharing of players from one team to another is sometimes necessary to avoid forfeiture and is permitted in PCYL play. The intent of this rule is to avoid forfeiting games and not to strengthen a team by adding players from another team. The team borrowing players may only borrow enough players to play the allowed number defensively. If a shared player(s) is to be used, the coach **must** notify the opposing coach of his intent to use a player(s) from another team's roster. Only roster players on another PCYL team from the same community may be used. Borrowed player(s) may not pitch, or catch. Perceived abuse of this rule should be reported to the PCYL board for review. Penalty for abuse of this rule would result in forfeiture of games where illegal players were used.
- 2) There will be **line-up exchanges** between the coaches prior to the start of the game. Once the game has started; the batting order may not change.
- 3) **4 completed innings are required for a complete game.**
- 4) **Run Rule:** 15 run rule in effect after 4 innings or 3 ½ innings if home team is winning. 10 run rule in effect after 5 innings of 4 ½ innings if home team is winning.
- 5) **Time limit:** No inning shall start one (1) hour 30 minutes after the first pitch of the game. The umpire is the official timekeeper
- 6) Catcher must suit up during all innings.

8U Specific Pitching/Defensive Rules

- 1) Umpires will determine balls and strikes.
- 2) Pitchers may only pitch two innings per game and they must be consecutive.
- 3) Pitch from the rookie pitching rubber (38 feet)
- 4) Since there are no walks, once a pitcher throws a count that constitutes a walk, the batting team's coach will step into pitch. When the coach comes in to pitch the count resumes and strikes will be called. The kid pitcher will resume pitching to the very next batter.
- 5) If a pitcher hits three batters there must be a pitching change must be made.
- 6) There is no infield-fly rule.
- 7) A play ends, when, in the judgment of the umpire, the ball is in the possession of the pitcher within the pitching zone and an attempt at continuous advancement by the offense has stopped. Cat-and-mouse games are not to be allowed by the umpire.
- 8) A team may place up to two coaches in the outfield, as long as they are positioned behind the outfielders. This is to help instruct the outfielders. The outfielders need to be in the outfield not the infield.

8U Specific Batting/Offensive Rules

- 1) If a batter throws his bat he will be given a warning first. The second time in a game the bat is thrown he is out.
- 2) There are no intentional walks
- 3) Bunting is not allowed.
- 4) A helmet must be worn while batting or running bases.
- 5) Any batter who bats out of turn is out for the inning.
- 6) There are no lead-offs. Runner(s) may not leave the base until the ball is hit.
- 7) There is no infield-fly rule.
- 8) **Sliding into Home Plate** – If a play is being made at home plate the player must slide. Please use third base coach to help the player running. If the player does not slide, he may be called out (umpire's discretion).
- 9) There is **no base stealing** allowed.
- 10) The batter is out on a dropped third strike. **There is no balk in this league.**
- 11) **Bat rule:** All non-wood bats must have the USABat marking. Barrel Maximum 2 5/8". No BBCor bats are permitted.
- 12) **Runs per inning:** Each team is limited to no more than seven (7) runs per inning, regardless of outs. Once the 7th run scores, that team's inning is officially over. This rule is in effect except for the last inning of the game, the team that is behind by more than seven runs may bat until the score is tied or three outs are recorded.

Both coaches and the umpire will resolve any disagreement.

- The umpire has final say
- Absolutely no arguing will take place
- Agreement must be made within 2 minutes

I0U Specific Rules

- 1) **Runs Per Inning:** Each team is limited to no more than seven (7) runs per inning, regardless of outs. Once the 7th run scores, that team's inning is officially over. This rule is in effect except for the last inning of the game, the team that is behind by more than seven runs may bat until the score is tied or three outs are recorded.
- 2) **Three inning rule:** All roster players who are present for the game must play a minimum three (3) full innings of the game (on defense).
- 3) **Eligibility to Play:** A coach can declare a player ineligible before a game for injury or disciplinary reasons. He must inform the umpire and the opposing coach of this decision. Additionally, a coach may declare a player ineligible during a game for injury or disciplinary reasons with the approval of the home plate umpire and notification to the opposing coach.
- 4) Games may be played with no fewer than eight (8) players. If a game is played with eight players, the ninth batter player's spot in the lineup shall be declared prior to the game. If a ninth player arrives, he/she may occupy that spot in the order.
 - A) A vacant position is not an automatic out.
 - B) A team choosing to play with eight (8) players, bats only eight (8) batters.
- 4) **Player Sharing:** The sharing of players from one team to another is sometimes necessary to avoid forfeiture and is permitted in PCYL play. The intent of this rule is to avoid forfeiting games and not to strengthen a team by adding players from another team.
- 5) The team borrowing players may only borrow enough players to play the allowed number defensively. If a shared player(s) is to be used, the coach **must** notify the opposing coach of his intent to use a player(s) from another team's roster. Only roster players on another PCYL team from the same community may be used. Borrowed player(s) may not pitch, or catch. Perceived abuse of this rule should be reported to the PCYL board for review. Penalty for abuse of this rule would result in forfeiture of games where illegal players were used.
- 6) **Complete Games:** A complete game shall consist of four (4) completed innings if the home team is trailing in the score or three and one-half (3½) innings if the home team is leading in the score. Tied games will be postponed if conditions require it and finished at another agreed upon time. When the umpire announces that "this is the last inning", the game will be considered official.
- 7) A full game shall consist of 6 innings.
- 8) 15 run rule in effect after 4 innings or 3 ½ innings if home team is winning. 10 run rule in effect after 5 innings or 4 ½ innings if home team is winning.
- 9) **Free Player Substitution:** A coach can freely move players from position to position. A player can play a position, be removed from the game and return to that game at that same or any other position. This type of free substitution can occur without limit as to the number of substitutions. This applies to the pitching position as well.

I0U Specific Pitching/Defensive Rules

- 1) **Pitchers:** Any roster player on the team may pitch. Free substitution as described in rule #2 applies to the pitchers position.
- 2) **Pitching Restrictions:** A pitch count or innings pitched rule will be implemented. 75 total pitches or 3 innings, whichever comes first. 6 inning Max per week. Coaches need to communicate between innings about pitch count.
- 3) **Dropped third strike:** A batter may not advance to first base on a dropped third strike. He is out as if the ball had been caught. Base runners must abide by rule 14.
- 4) There is no balk called.
- 5) The Infield Fly Rule **does** apply
- 6) Teams will be allowed a fourth outfielder.

I0U Specific Batting/Offensive Rules

- 1) **Continuous Batting Order:** All teams will run a continuous batting order. This means that all roster players present will bat, even when they are not playing in the field.
- 2) **Base Runners:** Base stealing is permitted. Base runners may advance on wild pitches and passed balls. Base runners are not allowed to lead off. If a runner leaves base early, the "Special Base Running Rule" found in the Cal Ripken Rulebook applies.
- 3) **Time limit:** No inning shall start one (1) hour 45 minutes after the first pitch of the game. The umpire is the official timekeeper.
- 4) **Bat rule:** All non-wood bats must have the USABat marking. Barrel Maximum 2 5/8". No BBCor bats are permitted.
- 5) **Stealing home** is not permitted if the team is up by 5 runs or more

I2U Specific Rules

- 1) **Free Player Substitution:** A coach can freely move players from position to position. A player can play a position, be removed from the game and return to that game at that same or any other position. This type of free substitution can occur without limit as to the number of substitutions. This applies to the pitching position as well.
- 2) **Run per inning:** Each team is limited to no more than seven (7) runs per inning, regardless of outs. Once the 7th run scores, that team's inning is officially over. This rule is in effect except for the last inning of the game, the team that is behind by more than seven runs may bat until the score is tied or three outs are recorded.
- 3) **Three inning rule:** All roster players who are present for the game must play a minimum three (3) full innings of the game (on defense).
- 4) **Eligibility to Play:** A coach can declare a player ineligible before a game for injury or disciplinary reasons. He must inform the umpire and the opposing coach of this decision. Additionally, a coach may declare a player ineligible during a game for injury or disciplinary reasons with the approval of the home plate umpire and notification to the opposing coach.
- 5) **Number of Players:** Games may be played with no fewer than eight (8) players. If a game is played with eight players, the ninth batter player's spot in the lineup shall be declared prior to the game. If a ninth player arrives, he/she may occupy that spot in the order.
- 6) A vacant position is not an automatic out.
- 7) A team choosing to play with eight (8) players bats only eight (8) batters.
- 8) **Player Sharing:** The sharing of players from one team to another is sometimes necessary to avoid forfeiture and is permitted in PCYL play. The intent of this rule is to avoid forfeiting games and not to strengthen a team by adding players from another team. The team borrowing players may only borrow enough players to play the allowed number defensively. If a shared player(s) is to be used, the coach **must** notify the opposing coach of his intent to use a player(s) from another team's roster. Only roster players on another PCYL team from the same community may be used. Borrowed player may not pitch, or catch. Perceived abuse of this rule should be reported to the PCYL board for review. Penalty for abuse of this rule would result in forfeiture of games where illegal players were used.
- 9) **Complete Games:** A complete game shall consist of four (4) completed innings if the home team is trailing in the score or three and one-half (3½) innings if the home team is leading in the score. Tied games will be postponed if conditions require it and finished at another agreed upon time. When the umpire announces that "this is the last inning", the game will be considered official.
- 10) **Run Rule:** 15 run rule in effect after 4 innings or 3 ½ innings if home team is winning. 10 run rule in effect after 5 innings or 4 ½ innings if home team is winning.
- 11) **Time limit:** No inning shall start two (2) hours after the first pitch of the game. The umpire is the official timekeeper.

I2U Specific Pitching/Defensive Rules

- 1) **Pitchers:** Any roster player on the team may pitch. Free substitution as described in rule #2 applies to the pitchers position.
- 2) **Pitching Restrictions:** A pitch count or innings pitched rule will be implemented. 85 total pitches or 4 innings, whichever comes first. 6 inning Max per week. Coaches need to communicate between innings about pitch count.
- 3) **Dropped third strike** is allowed.
- 4) **Balks will be called**, However, it is requested that the umpire notify the pitcher of his error for instructional purposes.
- 5) The Infield Fly Rule does apply.

Games are not terminated early based on score. A “ten run rule” does not apply in this age division. Unless agreed upon before the start of the game and enough innings have been played to constitute a complete game.

I2U Specific Batting/Offensive Rules

- 1) **Bat rule:** All non-wood bats must have the USABat marking. Barrel Maximum 2 5/8". No BBCor bats are permitted.
- 2) **Stealing home** is not permitted if the team is up by 5 runs or more
- 3) **Continuous Batting Order:** All teams will run a continuous batting order. This means that all roster players present will bat, even when they are not playing in the field.
- 4) **Base Runners:** Base runners are allowed to lead off. A base runner may attempt to steal a base.

I5U Specific Rules

- 1) **Free Player Substitution:** A coach can freely move players from position to position. A player can play a position, be removed from the game and return to that game at that same or any other position. This type of free substitution can occur without limit as to the number of substitutions. This applies to the pitching position as well.
- 2) **Continuous Batting Order:** All teams will run a continuous batting order. This means that all roster players present will bat, even when they are not playing in the field.
- 3) **Pitchers:** Any roster player on the team may pitch. Free substitution as described in rule #2 applies to the pitchers position.
- 4) **Pitching Restrictions:** Refer to the "Pitching Limitations" in the Babe Ruth Rules. Each coach must police his own usage of pitchers to protect the players arm.
- 5) No inning shall start two (2) hours after the first pitch of the game.
- 6) When the umpire announces that "this is the last inning", the game will be considered official. The umpire is the official timekeeper.
- 7) A **full game** shall consist of 7 innings.
- 8) **Slaughter Rule:** A game shall be terminated if one team is ahead by 10 runs or more after five (5) completed innings if the home team is trailing in the score or four and one-half (4½) innings if the home team is leading in the score. There is no "nine batter rule" in this age division.
- 9) **Balk:** The balk is called. However, it is requested that the umpire notify the pitcher of his error for instructional purposes.
- 10) **Bat Rule:** All non wood bats must have the USABat marking or marked BBCOR .50 Bat barrel 2 5/8"