

Catonsville Youth League Baseball Bylaws

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Purpose

The stated purpose of the Catonsville Youth League Baseball program (CYLB) is to share with the youth of this community the ideals of good sportsmanship, courage, loyalty, truth and reverence, so they may be finer, stronger, and happier young people.

For CYLB to attain these goals, league administrators, coaches and parents must assume the following responsibilities:

1. Inspire in the players a love for the game and a desire to win.
2. Teach players that it is better to lose fairly than to win unfairly, and to stress playing the game fairly.
3. Lead players and spectators to respect the integrity and judgment of officials by setting a good example.
4. Eliminate all possibilities which tend to destroy the best values of the game.
5. Show courtesy to opposing teams.
6. Achieve a thorough understanding and acceptance of the rules of the game and the standards of eligibility.
7. Encourage leadership, initiative and good judgment by the players and the team.
8. Recognize the objectives of the game are to promote the physical, mental, moral, social, and emotional well-being of the youth of Catonsville.

Administration

CYLB is a volunteer organization whose program is registered with the Catonsville Parks and Recreation Council - Program # 270. The CYLB is managed by a central core of five (5) officers, comprising a board.

Selection of Officers

Each officer position is subject to an election yearly, at the September Board meeting, either because someone wants to challenge the sitting member or one of the officers wishes to resign. Vacant positions may be filled at any time during the year upon majority approval by the sitting officers.

Officer Positions

President- Responsible for coordinating all aspects of the baseball programs. The president will work with the other officers and volunteers in planning and managing the program. Also maintains the relationship with the Parks & Recreation Council on all issues concerning CYLB

Vice President of Recreation Operations- Responsible for coordinating the recreation league volunteer efforts, including Age Group Coordinators, umpire coordinator, uniforms and trophies

Vice President of Travel Operations- Responsible for coordinating the Travel League volunteer efforts, including travel team coaches

Treasurer- Responsible for the fiscal operations of all the league programs

Secretary- Responsible for maintaining the minutes of the Board meetings, operations of the program website, and administering all league registrations

At-Large Positions

Additional positions without voting rights can include:

Travel Coordinator- Responsible for coordination of the travel league

Umpire Coordinator- Coordinates training and scheduling of all umpires for the recreation league games.

Meetings

Open meetings are held monthly with the exception of July and August. All Board officers and League Administrators are required to be in attendance. The Board may hold separate open and closed meetings as necessary to operate the program.

Changes in Rules of Methods of Operations

Changes to rules or methods of operation will be discussed during the open Board meetings. If no clear consensus is reached, then a vote of the majority of the five (5) officers will determine the outcome.

Finances

CYLB finances are conducted by the Treasurer through the CYLB program as maintained by the Catonsville Recreation and Parks Council. All money collected and dispersed by CYLB goes through the Council. This includes all CYLB travel programs.

Programs

CYLB operates two baseball programs for the youth of the community. They are defined as Recreation and Travel. Both leagues aim to provide positive role models, teach the proper advancement of baseball skills and a love of the game. Their further missions are described as follows:

Recreation League- With emphasis on skill development, exercise and fun, this program accommodates children ages 5-18.

Travel League- To field competitive teams that represent the league and the Catonsville community. However, while striving for these goals, coaches must never place the desire to win a game above sportsmanship or the development of the individual player. In addition, coaches, players, and parents must understand that travel team participation is a major commitment of time, energy, and personal expense.

League Administration

Each league program is administered by volunteers within the organization. League Administrators are subject to the approval of the Board, serve at the pleasure of the Board, and are expected to attend regular Board meetings to provide feedback to help improve the program.

Recreation League Age-Group Coordinator- Organizes the age group league coaches, ensures proper equipment and fields are available, and schedules practices and games throughout the year. The coordinator is the first point of contact for any coach or parent/guardian question about league operations. There is one coordinator for each age group.

Travel Coach- Selects and organizes the team within each age group, and ensures compliance with CYLB rules and the rules of the participating league. There is one coach for each age group.

Code of Conduct

Expected behavior of parents, coaches and spectators includes respecting decisions made by umpires, and being an exemplary role model by positively supporting teams, respecting fans, coaches, umpires and participants. Unacceptable behavior includes, but is not limited to, booing or heckling an umpire's decision; criticizing umpires in any way; displays of temper with an umpire's call; yelling or making statements that antagonize opponents; blaming loss of game on umpires, coaches, or participants and the use of profanity or displays of anger that draw attention from the game or practice.

Any conversation between a coach/parent/guardian/umpire/player should be discussed in a non-threatening manner, or the discussion should be immediately terminated and should be continued with the League Coordinator.

All conduct issues regarding officials, players or parents, regardless of which team they represent, should be brought to the attention of the coach.

Under no circumstances should a parent or spectator enter the field of play to confront an umpire, opposing coach or player, or an opposing team's parent. All game-related interaction with the opposing team should be conducted by the head coach, or one of the assistant coaches.

Any conduct by a parent, player, or coach that is deemed to be in violation of the CYLB Code of Ethics and/or Code of Conduct— regardless of whether the conduct resulted in a game ejection – should be presented to the League Coordinator for review. The League Coordinator will present the information to the CYLB Board as soon as practicable.

Any person who is the focus of an incident shall have the right to speak in front of the CYLB Board prior to any disciplinary action taken. The penalties for unsportsmanlike conduct and violations of the Code of Ethics shall be at the sole discretion of the Board, and will be consistent with the overall mission of the program. Decisions made by the Board shall be final.

Parent Code of Ethics

By registering, volunteering or participating in the CYLB Programs, you pledge to provide positive support, care, and encouragement for children by following this code of ethics:

1. Encourage good sportsmanship by demonstrating positive support for all players, coaches, and officials at every game, practice, or other youth sports events.
2. Act in a manner that displays good sportsmanship.
3. Place the emotional and physical well-being all children ahead of any personal desire to win.
4. Insist that all children play in a safe and healthy environment.
5. Provide support for coaches and officials working children to provide a positive, enjoyable experience for all.
6. Ensure that my child attends every practice and game that is reasonably possible, and will notify the coach if my child cannot attend.
7. Demand a drug, alcohol, and tobacco-free sports environment for all children and agree to assist by refraining from their use at all youth sports events.
8. Not use foul language while in attendance at a youth sports event.
9. Remember that the game is for children and not for adults.

10. Ask my child to treat other players, coaches, fans, and officials with respect regardless of race, sex, creed, or ability.

11. Always address any issues with my child's coach in private.

12. Promise to help my child enjoy the youth sports experience within my personal constraints by assisting with coaching, being a respectful fan, providing transportation or whatever I am capable of doing.

Player Code of Ethics

By registering and participating in the CYLB Programs, you pledge to provide a positive attitude and be responsible for my participation in youth sports by following this code of ethics:

1. Act in a manner that displays good sportsmanship toward other players, coaches, officials, and parents at every game and practice.

2. Not use foul language while in attendance at a youth sports event.

3. Attend every practice and game that is reasonably possible and will notify my coach if I cannot.

4. Do my best to listen and learn from my coaches.

5. Treat all coaches, teammates, opposing players, and officials with respect regardless of race, sex, creed, or abilities and expect to be treated accordingly.

6. Help the coach in setting up the field and gathering equipment.

7. Take care of our equipment so that others might enjoy it.

8. Help in cleaning up the bench area after a game or practice and make sure no trash is left behind.

9. Will always try to do my best.

10. Will strive to have fun during my sports experience and will alert my parents or coaches if it stops being FUN!

11. Play in an alcohol, tobacco, and drug free environment and expect adults to respect that wish.

Thunder and Lightning Rules

A game must be suspended and the field evacuated if there is thunder or lightning in the area. A thirty (30) minute waiting period is recommended by the National Weather Service to ensure the threat passes. All players and coaches must wait in an automobile, a concession stand, or inside a building until the final decision to play or postpone is made.

Program Feedback

The board encourages feedback from our players' parents to help improve our program. Parents are welcomed to attend monthly Board meetings and voice any concerns, opinions, or suggestions. Periodically, the Board may solicit the opinions of registered members in the organization through anonymous surveys.

Recreation League Program

With emphasis on skill development, exercise and fun, this program accommodates children ages 5-18. Games and practices are typically held at Catonsville Elementary School, Catonsville High School, Banneker Recreation Center and Southwest Academy.

Registration

Registration for the Spring Season begins in January. The Board may elect to organize a Fall Ball Program beginning in September.

Spring registration dates will be announced on the league website, social media sites, in school flyers, and in other widely available media. Registration dates, fees, and late fees are published on the league website and are decided by the Board at the December Board meeting. Players wishing to join CYLB baseball after registration closes may be accepted, subject to approval of the Age Group Coordinator.

Age Group Divisions

Any person at least 5 years old is eligible to participate in the CYLB Baseball program provided the player will be no more than 18 years old before May 1st of the calendar year in which they are registering. The age group of the player is determined by the player's age on May 1st of the spring season year. Proof of age may be required for any player upon Age Group Coordinator or Board request.

League Age Groups

- 5-6 years: Tee Ball
- 7-8 years: Machine Pitch
- 9-10 years: Clinic League
- 11-12 years: Minor League
- 13-14 years: Major League
- 15-18 years: Senior League

Coaches

Each team shall have a Coach and up to two Assistant Coaches. Coaches are responsible for providing instruction, organizing the team practices and games, and providing a safe, healthy and positive experience for our youth. Coaches shall report any injuries or sportsmanship incidents to the Age Group Coordinator as soon as possible.

Team Formation

Teams are selected by the Age Group Coordinator.

Each team will begin the season with no less than 10 players on the roster, unless alternatives have been approved by the Board. Tee Ball and machine pitch League teams will be formed in late March by the Age Group Coordinator. Every effort to honor requests to play with other individuals or specific managers will be made. The children of managers, and coaches will be assigned to the team that the parent/guardian is assisting unless the parent/guardian requests otherwise.

Uniforms and Equipment

1. CYLB provides player uniforms consisting of a baseball cap with logo, a team shirt with a large number on the back, athletic pants, and baseball socks.
2. Pants will be distributed in spring only. Uniforms will be distributed by Age Group Coordinators. Every effort will be made to outfit the player in the proper shirt size. However, exact shirt sizes and availability of specific numbers are not guaranteed for any player.
3. A catcher's mask, mitt, chest protector and shin guards are supplied for each team. A minimum of four (4) batting helmets will be supplied for each team. Two bats and at least one dozen baseballs are provided.
4. Athletic supporters with hard plastic protective cup are REQUIRED for all catchers, and strongly recommended for all other players. These are the responsibility of the player and will not be supplied by CYLB.
5. Appropriate athletic shoes and baseball gloves are the responsibility of the player. Metal spikes are not allowed in any Recreational League.
6. Batting gloves, headbands, sunglasses, etc. are optional (within the rules) and are not supplied by CYLB.

Umpires

1. Umpires are not required for Tee-Ball or machine pitch divisions.
2. Umpires are required and provided for all age groups over 8 years. If no umpire is available, then the crowd will be solicited for umpire assistance. At the last resort, a Coach or Assistant Coach from one of the teams may umpire. Any such substitution must be agreed to by both Coaches prior to the beginning of the game.

Schedules

1. Each league will play a minimum of 10 regular season games with the exception being for 5/6 age group that will have 1 practice during the week and 1 game on the weekends starting approximately May 1st.

2. Teams will be given specified times for practices beginning approximately April 1. Game schedules will be provided by the Age Group Coordinator.

3. Tee-ball and machine pitch leagues are instructional leagues only. No team standings will be kept or posted and no team awards will be given by CYLB. Fundamentals of the game are to be stressed.

Clinic, Minor, Major and Senior Leagues

1. In the event of a tie, tiebreakers will be as follows:

- Head-to-head record of the teams with identical records
- Division record (if two divisions)
- Intra-division record (if two divisions)
- Least runs allowed in head to head games by each team with identical record
- Coin toss

2. A post-season single or double elimination tournament will be held as determined by the Age Group Coordinator. Tournament pairings will be determined by final league standings. First place team will play last place; second place will play next to last place and so on. In the event of odd numbers of teams, byes will be given to top ranked teams. Subject to approval of the Board, trophies will be awarded to the two teams advancing to the championship game.

Post Season All-Star Game

Each team in age groups 7-8 and up will have at least two representatives on the All- Star team. A team medal will be awarded to each All-Star.

Official CYLB Baseball Rules

CYLB games will be played under these rules and will be called "Official CYLB Baseball Rules".

Rules for All Age Groups

1. All players must be in uniform. This includes all shirts should be tucked into the baseball pants.
2. Every player on the team will bat in order.
3. Elastic athletic supporters with hard plastic protective' cup are REQUIRED for all catchers, and recommended for all other players. These are the responsibility of the player and will not be supplied by CYLB.
4. Games will be played or canceled at the discretion of Catonsville Recreation and Parks personnel and/or the CYLB Board.
5. After the game begins, it is the umpire's decision to continue, delay or suspend play.

6. Prior to June 1, no inning shall begin after 8:00 P.M. (according to the UMPIRE'S watch) or such time as the umpire determines that there is not sufficient light to continue. On or after June 1, no inning shall begin after 8:30 P.M. (according to the UMPIRE'S watch) or such time as the umpire determines that there is not sufficient light to continue.
7. A team must have at least 8 players present to start a game. If a team does not have 8 players by 6:15pm (or 15 minutes after the scheduled start time) by the umpire's watch, that team must forfeit the game.
8. Suspended games will be replayed at the earliest possible date. The Age Group Coordinator is responsible for arranging an umpire for the make-up game and to contact the field coordinator to schedule playing field and date.
9. Suspended games that are not completed before the end of the season will not count toward the league standings.
10. If a player is present at the time a game begins, he must play at least three innings on defense in a regulation game.
11. A player that leaves the game after it begins shall be counted as an out when their at-bat comes due. A Player who is injured and unable to play will not be counted out.
12. Upon a first offense of a thrown bat the umpire shall warn the batter and inform the manager of the warning. Upon a second offense of a thrown bat by the same batter during the course of the same game, the Umpire shall call the ball dead and the batter declared out and the batter is removed from the balance of the game. Runners may not advance. Following at-bats will be counted as an out. The nature of a "thrown bat" is in the judgment of the umpire(s).
13. A game must be suspended and the field evacuated if there is thunder or lightning in the area. A 30-minute or longer waiting period may be required to wait for the threat to pass. All players and coaches must wait in an automobile, a concession stand, or inside a building until the final decision to play or postpone is made.
14. Spectators may not sit or stand immediately behind the backstop. The umpire shall determine the reasonable distance that is necessary.
15. Site specific ground rules will be discussed by the umpire and both team managers or team representatives before the game begins.
16. Free substitution is allowed, that is a player can be removed from the game defensively and later reinserted, with the exception of the pitcher (see rule 17)
17. After a pitcher has been removed from the mound, he may go to any position, but he may NOT be reinserted as a pitcher for the remainder of the game.

18. Protesting a game is allowed only when a manager or designated team representative believes that an interpretation of the rules is incorrect. The protest must be issued immediately after the suspected violation is noted. The umpire will be notified that a protest is being lodged and the game will continue. After the game, the protesting person will notify the League Director for the age group that the protest is being lodged. The Board of Directors will meet within one week to hear the protest.

19. Metal bats are allowed, with bat size restrictions as stated in Age Group Specific Rules.

20. Steel spikes or steel cleated shoes are NOT allowed. If a player is found with steel spikes or steel cleated shoes during a game, the player shall be removed immediately but will be allowed to come back into the game with approved cleats or shoes.

21. Any player, manager, coach, or spectator who is ejected from a game by an umpire will be suspended for the next one scheduled game. Individuals who are suspended may not be within "sight or sound" of the games they are suspended from. A second ejection during a season will be suspended for the next two scheduled games and appear before the board. A third ejection during a season will result in expulsion from the league with no refund.

Site Specific Rules

Catonsville High School

Field 3- Any batted ball that the Umpire rules to have gone over the hill in left field is a dead ball home run. This is a judgment call and cannot be appealed.

Field 4- Any batted ball that the Umpire rules to have gone into the tree line in left field is a dead ball home run. This is a judgment call and cannot be appealed.

Catonsville Elementary School

Field 3- Any batted ball the Umpire rules to have gone into the tree line in right field is a dead ball home run. This is a judgment call and cannot be appealed.

Age Group Specific Rules

5-6 Age Group Specific Rules - Tee Ball

1. To provide as much instruction as possible, coaches and their assistants may be on the field during the game.

2. All players should have the opportunity to bat in each of the 3 innings of play.

3. Coaches may pitch to batters; however, no more than six pitches are allowed per batter. After that time, a tee must be used.

4. To expose players to positional play, players in the infield should be limited to 5, playing the traditional infield positions (pitcher, first, second, third and shortstop).

5. There is no catcher in this league, due to safety considerations and tee obstacle.
6. To reward defensive play, batters and base runners who are put out must leave the base paths. There are no strikeouts.
7. Batters and base runners may take more than one base, but can advance only one base due to an error. No player however, may advance on a throwing error to first base, or by the first baseman's failure to catch a thrown ball.

7-8 Age Group Specific Rules - Machine Pitch

1. To provide as much instruction as possible, coaches and their assistants may be on the field during the game.
2. Six innings constitutes a complete game (unless a game is called due to darkness or weather). 3. Games shall not exceed 1 and 1/2 hours.
4. If a team scores 5 runs in an inning, their at bat shall end at that time
5. The team that is at bat will provide a coach pitcher.
6. The coach pitcher must stay out of the way at all times and may not coach base runners.
7. If the ball hits the coach pitcher, the ball is dead. If the ball striking the coach/pitcher is a batted ball, the batter will receive another pitch. If the ball striking the coach/pitcher was thrown by a fielder, the runners must stop at the next base.
8. Batter will receive 6 good pitches or three strikes to put the ball in play. Pitches shall be considered 'good' by the pitching coach. The batter is out if the ball is not put in play on the 6th pitch. If the 6th pitch is fouled, the batter will receive an additional pitch.
9. To expose players to positional play, players in the infield should be limited to 6, playing the traditional infield positions (pitcher, catcher, first, second, third and shortstop).
10. A catcher must be in the catcher position at the start of each pitch.
11. The defensive team must have an adult backing up the catcher.
12. Base runners are not allowed to leave the base until the ball is batted.
13. The home team will provide a parent/guardian/coach as an umpire.
14. The ball is considered dead when an infielder has possession of the ball within five feet of the baseline and does not attempt to make a play. The pitching coach shall evaluate the position of the runners and if the runner is not at least half-way to the next base, the runner will be awarded that base. There are no slides into first base by the batter and head first slides are not permitted.
15. All overthrows that are in-bounds shall be considered live until the conditions in rule 14 are satisfied.

9-10 Age Group Specific Rules – Kid Pitch

1. Games will be played on a 60-foot diamond with a pitching rubber that is 42 feet from home plate.
2. Six innings constitutes a complete game (unless a game is called due to darkness or weather).
3. Four innings completed by the team with the lower score constitutes a regulation game.
4. The infield fly rule is not in effect. (No automatic out).
5. Base runners are not allowed to leave the base until the ball crosses home plate. (With the exception of home plate (see rule 6), stealing is allowed after ball crosses plate, but no leading off). The penalty will be an immediate dead ball and replay of the last pitch.
6. Base runners may not "steal" home plate, or advance to home on an overthrow, unless that overthrow is the result of a play after a batted ball.
7. When advancing to a base on a contested play, base runners must slide (feet first) to avoid contact. Collisions must be avoided, and head-first slides are not permitted except when returning to a base. If a player does not attempt to slide, the umpire has the discretion to call the runner out. There are no slides into first base by the batter. In the event of any malicious contact by the runner, the umpire may eject the player.
8. Bunting is permitted. Once a batter has shown bunt during the pitch delivery, the player may not pull back and swing (commonly known as a "Slash").
9. All pitchers are to abide by CYLB Pitching Rules using pitch counts and corresponding rest periods. The rules can be found in Appendix A - CYLB Pitching Rules.
10. A pitcher that hits (3) batters in a game shall be removed from the mound.
11. If a team scores five (5) runs in an inning, their at bat shall end at that time. The exception is the last inning of the game, which shall be unlimited.
12. Intentional walks are not allowed. If an umpire believes that a player or team is trying to intentionally walk a batter, the umpire has the discretion to return the count to no balls and no strikes.
13. Batters may not run on a dropped third strike. After three strikes, the batter is out.
14. There is no restriction on weight differential for bats, however, big barrel bats are NOT permitted. (No bats over 2 ¼").
15. Coaches are to report game scores in TeamSnap. Scores must be in TeamSnap to be counted towards playoff bracketing. Pitch counts must be submitted to the age group coordinator within 24 hours of each game

11-12 Age Group Specific Rules - Minor League

1. Games will be played on a 70-foot diamond with a pitching rubber that is 50 feet from home plate.
2. Six innings constitutes a complete game (unless a game is called due to darkness or weather).
3. Four innings completed by the team with the lower score constitutes a regulation game.
4. The infield fly rule is not in effect. (No automatic out).
5. Batters may not run on a dropped third strike. After three strikes, the batter is out.
6. Base runners can lead. A lead will be constituted to one stride of the player.
7. Base runners are not allowed to steal till the ball crosses the plate.
8. Base runners can steal all bases including home plate.
9. When advancing to a base on a contested play, base runners must slide (feet first) to avoid contact. Collisions must be avoided, and headfirst slides are not permitted except when returning to a base. If a player does not attempt to slide, the umpire has the discretion to call the runner out. In the event of any malicious contact by the runner, the umpire may eject the player.
10. Bunting is permitted. Once a batter has shown bunt during the pitch delivery, the player may not pull back and swing (commonly known as a "Slash").
11. All pitchers are to abide by CYLB Pitching Rules using pitch counts and corresponding rest periods. The rules can be found in Appendix A - CYLB Pitching Rules.
12. A pitcher that hits (3) batters in a game shall be removed from the mound.
13. There is no restriction on weight differential for bats, however, big barrel bats are NOT permitted. (No bats over 2 ¼")
14. If a team scores 5 runs in an inning their at bat shall end at that time. The exception is the last inning of the game, which shall be unlimited
15. Coaches are to report game scores in TeamSnap. Scores must be in TeamSnap to be counted towards playoff bracketing. Pitch counts must be submitted to the age group coordinator within 24 hours of each game

13-14 Age Group Specific Rules – Major League

1. Games will be played on a 90-foot diamond with a pitching rubber that is 60 feet and 6 inches from home plate.
2. Seven innings constitutes a complete game (unless a game is called due to darkness or weather).

3. Four innings completed by the trailing team constitutes a regulation game.
4. All pitchers are to abide by CYLB Pitching Rules using pitch counts and corresponding rest periods. The rules can be found in Appendix A - CYLB Pitching Rules.
5. A pitcher that hits (2) batters in an inning or (3) batters in a game shall be removed from the mound.
6. When advancing to a base on a contested play, base runners must slide (feet first) to avoid contact. Collisions must be avoided, and head-first slides are not permitted except when returning to a base. If a player does not attempt to slide, the umpire has the discretion to call the runner out. In the event of any malicious contact by the runner, the umpire may eject the player.
7. Big barrel bats (over 2 ¼") are allowed with no restrictions on weight differential. All -3 bats must be BBCOR certified.
8. Coaches are to report game scores in TeamSnap. Scores must be in TeamSnap to be counted towards playoff bracketing. Pitch counts must be submitted to the age group coordinator within 24 hours of each game
9. Infield fly rule will apply.

15-17 Age Group Specific Rules – Senior League

1. If this age group participates in a host league outside of CYLB, the rules of the host league shall supersede these rules.
2. Games will be played on a 90-foot diamond with a pitching rubber that is 60 feet and 6 inches from home plate.
3. When advancing to a base on a contested play, base runners must slide (feet first) to avoid contact. Collisions must be avoided, and head-first slides are not permitted except when returning to a base.
4. All pitchers are to abide by CYLB Pitching Rules using pitch counts and corresponding rest periods. The rules can be found in Appendix A - CYLB Pitching Rules.
5. A pitcher that hits (2) batters in an inning or (3) batters in a game shall be removed from the mound.
6. Seven innings constitutes a complete game (unless a-game is called due to darkness or weather).
7. Four innings completed by the trailing team constitutes a regulation game.
8. Big barrel bats (over 2 ¼") are allowed with a weight differential limit of -3. All bats must be BBCOR certified.
9. Infield fly rule will apply.

10. Coaches are to report game scores in TeamSnap. Scores must be in TeamSnap to be counted towards playoff bracketing. Pitch counts must be submitted to the age group coordinator within 24 hours of each game

TRAVEL LEAGUE

The mission of the CYLB Travel Baseball Program is:

1. To provide strong moral leadership and positive role models for players in the travel program.
2. To teach the proper advancement of baseball skills and a love for the game.
3. To develop and build upon each player's individual abilities in order to prepare them to advance to the next level in the sport.
4. To field competitive teams that represent the Catonsville Youth Baseball League and the Catonsville community.

REGISTRATION

Registration for selected players shall be administered through the league website.

Age Group Divisions

Age groups that are sponsored by CYLB are 8U, 9U, 10U, 11U, 12U, 13U, 14U, 15U, 16U, and High School (19U). The team(s) in a particular age group will be formed from all candidates who attended the formal tryouts.

All players must play in their age specific group. Any requests for exception must be approved by the Vice president, Travel Operations and the CYLB Board.

Coaches and Assistant Coaches

1. Anyone interested in being a Coach for one of the travel teams shall submit their name to the Vice president, Travel Operations by June 1st of each year preceding the year they wish to manage a team. The Vice president, Travel Operations shall consider all persons interested in managing and shall submit his recommendation to the CYLB Board for their approval.
2. The formation of a second team in any age group will be determined on a year to year basis by the Board.
3. Incumbent Travel Coaches must notify the Vice president, Travel Operations and the CYLB Board of their intention to return by the end of May. No tryouts or other activities for the following year may occur until this notification. The league website contact information will be updated after the June CYLB Board meeting.

4. Assistant Coaches for a travel team shall be limited to two (2) per team, prior to tryouts. Assistant Coaches may be selected by the Coach of each team and are subject to approval by the Vice president, Travel Operations and the CYLB Board. Additional assistants may be added after tryouts.

5. Managers and coaches may be removed at the discretion of the CYLB Board at any time for any reason.

Budgets and Costs

1. Travel teams must submit a budget to the Vice president, Travel Operations for approval before the September Board Meeting.

2. The maximum amount a team may charge parents for a single season shall be determined by the CYLB Board. Teams saving for Cooperstown may charge an additional amount per year. This amount does not include costs for travel, food, lodging, etc. for tournaments during the year.

3. There is no limit to the amount of fundraising that a team may do.

Insurance

Each Travel team shall be required to purchase liability insurance to protect its players, coaches, and the CYLB Board as determined yearly by the CYLB Board.

Team Formation

Travel team tryouts shall be open and advertised on the league website, The Catonsville Times, and/or other widely available media outlets. Travel teams must have at least two (2) tryouts. Players will be selected by the Coach of each team based on their try-out. There is no mandatory number of tryouts that a prospective player must attend. Formal try outs for 15U, 16U, and 19U are not required since players have been observed in high school and other scheduled games. Coaches for these age groups must advertise openings.

Every effort should be made to avoid recruiting players while they are playing for other teams (on field). Players currently rostered to active teams should be encouraged to complete their commitment to their team.

Uniforms and Equipment

1. All teams must be the Catonsville Cubs.

2. Uniforms are standardized and all teams must use the uniforms that are selected by CYLB.

3. All equipment and uniforms are the responsibility of the team. CYLB provides fields and field materials for home games.

4. Elastic athletic supporters with hard plastic protective' cup are REQUIRED for all catchers, and recommended for all other players. These are the responsibility of the player and will not be supplied by CYLB.

5. Metal spikes are allowed subject to the host league rules.

Umpires

Umpires are required for all age groups. Fees for the umpires are paid from the Team's budget. Coaches are responsible for coordinating with umpire organizations for games.

League and Tournaments

1. Travel teams may compete in the Catonsville Recreation League. The travel teams will play together as a unit and will play in the next higher age category. If there is a second team in a particular age group, the decision on how that team shall play in the recreation league will be determined on a year to year basis based on what is determined to be in the best interest of the children and the league. Specific requests by a particular age group to play in a specific league and/or tournament will be considered but will be subject to approval of the CYLB Board.

2. Travel teams may compete in local recreational league tournaments during the season.

3. Teams may play in up to five more tournaments the rest of the year. Cooperstown does not count as one of these tournaments. Teams may request the CYLB Board to play in additional tournaments due to parental request, advancing through Regional/National titles, or other special circumstances.

Rules

1. The 11U team's manager and coaches will be the Fall Ball Commissioners for the Fall season between the conclusion of the 11U season and the start of the 12U season. They will handle registration, sponsors, uniform requests, schedule, umpires, and field set up and maintenance. The league will give the team all of the proceeds from fall ball to use toward Cooperstown.

2. The 9U, 10U, and 11U teams must bat the lineup in all regular season games. The 12U team must bat the lineup in at least half of all regular season games. No player on the 12U team or younger teams should play less than 25% of the team's innings in the field. The league realizes that there are exceptions to these standards. For example, pitchers/catchers sitting out a doubleheader game in excessive heat, however these should be the exception, not normal operation.

3. For the 13U and older teams the Board expects that the manager will have an honest discussion about the amount of playing time with each player and parent before adding that player to the roster.

Appendix A – CYLB Pitching Rules CYLB games will be played under the guidelines for youth and adolescent pitchers by Pitch Smart developed by USA Baseball. CYLB Pitch Count Regulations The below regulations have been put in place to protect the safety and well-being of the CYLB players throughout the league. Also, pitchers are not allowed to pitch the same day no matter how many pitches were thrown meaning “Back-to-Back games same day”. We also suggest that a person pitching not be catching in the same game however this is not a requirement.

Age	Daily Max (Pitches in Game)		Required	Rest	(Pitches)	
		0 Days	1 Day	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50	n/a	n/a
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+
15-16	95	1-30	31-45	46-60	61-75	76+
17-18	105	1-30	31-45	46-60	61-75	76+