



# Diocese of Cleveland CYO

2025

## COACH PITCH

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## RULES

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@CYOSportsDOC  
[www.cdacle.org/cyo](http://www.cdacle.org/cyo)



**CYO inspires young people to know God, to love God, and to serve God through athletics.**

CYO game contest rules may not be altered by mutual consent of the coaches. Only the CYO Administration may issue authorized changes.

**Items in a yellow banner indicate changes from the 2024 rule set.**

**THIS IS A NON-COMPETITIVE, INSTRUCTIONAL DIVISION. NO STANDINGS WILL BE KEPT.**

### **SECTION 1 - OFFICIAL TEAM**

- A. Defined as an individual or group of children from one or more Member listed on the team roster that meet the eligibility rules and are approved by the Member Athletic Director, Member Administrator and CYO office.
- B. Neighborhood children must be approved by the CYO Administration BEFORE they begin to practice or be rostered on a team.
- C. A CYO Team refusing to continue playing a scheduled contest for any reason without the consent of the umpire or CYO representative may be subject to a suspension for one calendar year. This also applies to CYO Sanctioned Events.
- D. An official team will be a minimum number of 9 players.
- E. A team can consist of boys or girls.
- F. A partial roster or combined roster cannot be entered into any tournament or sanctioned event.
- G. At any time, rosters cannot be split to form 2 teams.

### **SECTION 2 - UMPIRES**

- A. The home team and visiting team will provide one (1) adult umpire each game.
- B. Umpires have the power to warn or disqualify from the competition anyone who commits acts which intend to influence their decisions.
- C. Umpires have the authority to call or suspend a game if conditions warrant.
- D. Head coaches are required to attend the pre-game meeting with the plate umpire to verify that all their players are legally equipped, and that all players and equipment are in compliance with all rules

### **SECTION 3 - EQUIPMENT & UNIFORMS**

- A. Each team will provide one new game ball for use in regular season games. An official Tee ball/Coach Pitch ball will be used.
- B. The field dimensions for all divisions will be:
  - 1. The distance between the bases will be 50 feet.
  - 2. The pitching distance will be around 35 feet, measured from the front of the pitching plate to the back point of home plate. The Pitcher (Adult) can pitch wherever they can get the ball near the "strike zone".
- C. Catchers must wear a facemask, chest protector and a full catcher's helmet. Catcher's helmet must have the NOCSAE standard label.
- D. Helmets with are required for all batters, base runners, on-deck batters and catchers. **Helmets must have the NOCSAE standard label.**
- E. Defensive players are permitted to wear face/head protection on the field. If a pitcher or any defensive player wears face/head protection, its outer covering shall have a non-glare surface.
- F. Metal spikes are prohibited.
- G. All bats must in working order and not altered. Bats that are broken, dented, cracked or do not meet the bat specifications are illegal.
- H. All players must wear member issued uniforms.
- I. Numbers on the jersey are MANDATORY. A number shall be printed on the back of each jersey. The number on the back of the jersey shall be 6 inches in height.
- J. All players must have the CYO Emblem on their uniform either sewn or stenciled.
- K. Chains, earrings, other jewelry, glitter, face paint or other inappropriate items may not be worn during the game.

- L. An American flag and or a commemorative/memorial patch not to exceed 2 by 3 inches and with the approval of the CYO may be worn on each of the uniform apparel provided neither the flag nor patch interferes with the visibility of the player's number.

#### **SECTION 4 - PRE-CONTEST COACHES RESPONSIBILITIES**

- A. Coaches must be CYO Certified.
- B. CYO Credentials are to be worn and visible at all times.
- C. If a coach has lost or forgotten their credential, must inform the umpire or Site Director and show proof of certification with a photo ID and either the photo of the credential or the coach's name on the certification list
- D. Coaches are responsible for the supervision of their team before and after the game.
- E. At each contest and practice, coaches are to have in their possessions; an official team roster, a copy of each athlete's Pre-participation Form and Emergency Medical Authorization Form and a first aid kit.
- F. Bench personnel are limited to players listed on the eligibility roster, one student manager and three (3) non-players. Non-players 16 years of age or older must be CYO certified. Base coaches must be CYO certified coaches.
- G. Teams failing to appear within 15 minutes after the scheduled starting time of a contest with the required number of players shall forfeit the game.

#### **SECTION 5 - PARTICIPATION**

- A. Each player must be treated with dignity regardless of her ability.
- B. A CYO player may also play on a non-CYO Softball team in another league. CYO games take precedence and will not be rescheduled due to conflicts.
- C. If all players do not participate, it is an immediate forfeit called by the scorer and umpire.
- D. If a coach will not play a player because of missed practice, unsportsmanlike conduct, academics or injury, the coach must inform the umpire and scorer before the game begins.
- E. Each player must play a minimum of two (2) full innings in the field unless the game is shortened by the umpire.
- F. Late Arriving Players: Any player arriving late to the game will be added to the end of the line-up and must still play one defensive inning
- G. Guest Player Rule: If a team has less than 9 athletes at a game, a guest player may be moved from the member's other CYO coach pitch team to fill the positions at the start of a game under the following restrictions:
  - 1. The athlete meets the age/grade restrictions of the team they will assist.
  - 2. The guest player is reported by means of the button on the Coaches Information page of [www.ccdocle.org/cyo](http://www.ccdocle.org/cyo) before the game in which they will be used.
  - 3. The same individual may be moved as a guest player for no more than two (2) games during the season.
  - 4. The athlete complies with the number of game and time limits as outlined in Section 6.
  - 5. The guest player(s) must meet the minimum participation requirements outlined in the division specific sections.
  - 6. Guest player movements are to be reported on the scorecard before the competition begins. The guest player will be denoted on the lineup card with "GP" next to their name.
  - 7. Guest players are not to play more than players on the original roster.
  - 8. Uniform Requirements
    - a. Guest players must wear the uniform of the team that they are playing on, not their rostered team uniform.
    - b. There are to be NO duplicated uniform numbers (teams should have at least one extra jersey to be borrowed by the guest player for that game).
  - 9. Guest players cannot be used for sanctioned events.

#### **SECTION 6 - GAME, TIME & RUN LIMITATIONS**

- A. No team or player is permitted to play more than 12 games in a season.
- B. No team or player may play in more than 2 games a day and 4 games per week.
- C. Games on Sundays cannot begin until 1:00PM.

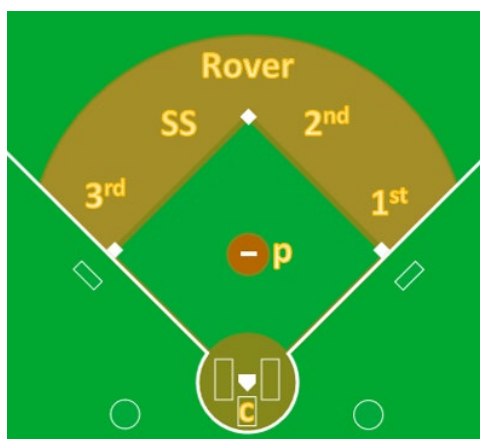
- D. Games cannot start after 8:00PM.
- E. Practice sessions must be completed by 9:00PM.
- F. CYO Games or sanctioned events cannot be played on Holy Thursday, Good Friday, Holy Saturday or Easter Sunday.
- G. All games shall be scored as regulation games, if after 3 innings (2-1/2 if the home team is winning) have been played, the game is called by the umpire because of darkness, rain or any other cause, which in their opinion makes play hazardous.
- H. All divisions will play four (4) innings or a 1 hour 10 minute time limit. No new inning will begin after 1 hour and 10 minutes from the actual start of the game. The game officially starts with the first pitch. Games called by time limit will be considered official and complete.
- I. If there is a tie at the end of four (4) innings, the game will result in a tie.
- J. Inning Run Limit Rule
  - 1. The inning will end when a team has scored five (5) runs.
  - 2. Continuous runs scored on a play will be counted.

**SECTION 7 - LIGHTNING & INCLEMENT WEATHER**

- A. When thunder is heard or a lightning bolt is seen at a practice or competition, the teams must suspend play and take shelter immediately. Once play has been suspended, a period of at least 30 minutes after the last thunder heard or lightning flash is witnessed must be honored prior to resuming play/practice.
- B. Umpires or the CYO Administration assume authority for competitions when they arrive on the field. When the officials recognize inclement weather they are duty bound to suspend the game. Coaches and Member Athletic Directors are responsible for application of this policy at practices.
- C. Announcements related to the status of competitions will be posted on the main page of the schedule website, telephone announcement lines, Twitter (@CYOSportsDOC) and media as needed.
- D. Contests that are suspended as a result of inclement weather and cannot be resumed within a reasonable time at the same site will be canceled, unless deemed necessary to reschedule by the CYO Administration.
- E. Teams are to report to the field at the scheduled time of the game, unless they are notified through the CYO Office of the field/game cancelation.

**SECTION 8 - COMPETITION RULES**

- A. Game day Roster
  - 1. There shall be a minimum of 8 players by game time in order to play.
  - 2. The entire roster will play the field. There is a maximum of 7 infielders. The infield positions will consist of pitcher, catcher, first, second, third, short stop, and a rover. The rover will be position directly behind 2<sup>nd</sup> base.



All other players will be positioned in the outfield.

- 3. Each player must play two (2) innings in the infield and two (2) innings in the outfield. It is strongly recommended that each player be given the opportunity to play each fielding position at least once during the season.

**B. Pitching**

1. Once the coach is positioned by the pitching plate, the team in the field will position a player in close proximity.
2. If the coach is hit by a batted ball, the ball is dead. Runners will return to their original base.
3. There will be NO walks.
4. The pitcher is allowed 6 pitches to each batter. If the batter does not put the ball in play on or before the 6th pitch, it will be considered a strike out and an out will be recorded. If the 6th pitch is fouled off, the batter may continue to bat until the ball is put in play or the batter swings and misses.

C. Batting

1. A continuous batting order will be used.
2. A coach will pitch to their team for the entire game. The batter gets six (6) pitches to hit the ball fairly. Not hitting the ball fairly within six (6) pitches constitutes an out. The last pitch of an at bat cannot be a foul ball.
3. The batter must take a full swing at the ball.
4. No bunting is allowed.
5. Double Base Hit: If a batter hits a ball into the outfield, they may attempt to reach second base. The batter cannot advance beyond second base and, in advancing from first, the batter is still in play and the defending team may attempt to get the batter out. Base runners in this instance may also attempt to advance two bases but are also still in play and may not advance more than two bases.
6. Throwing the bat by a batter shall constitute a warning. The second time a player throws the bat, the player is automatically out. The ball is dead. **THIS RULE WILL BE STRICTLY ENFORCED.** A batter removed from the batting lineup for accidentally throwing the bat is NOT an out when their turn at bat comes around again.
7. No lead-offs shall be taken at any base until the ball is hit. Any runner leaving the base before the ball is hit will be given a warning. If the instance occurs again, the runner will be called out.
8. There are no extra bases awarded on overthrows.

D. Miscellaneous

1. Infield Fly Rule is NOT in effect.
2. Sliding is NOT permitted. The runner will be called out.
3. Fouls: unlimited fouls on the 3<sup>rd</sup> strike.

**SECTION 9 - OFFICIAL SCORER**

- A. Each team is required to use the “Game Changer” app as the official scorebook. Registration is under the Diocese of Cleveland CYO account.
- B. Each team is required to have an official scorebook at each game. At the completion of the game it shall be the duty of each coach to have the umpire sign the scorebook.
- C. It is the responsibility of the winning team to submit the score and lineup cards to the CYO Baseball/Softball Commissioner. All scores and lineups are to be submitted with 24 hours of the scheduled contest.
- D. If you cannot use Game Changer app, please submit line-up through text to: 216-217-9852**

**SECTION 10 - CAUTION AND DISQUALIFICATION**

- A. Teams are expected to conduct themselves in a manner that the game officials and CYO administration feel shows respect and dignity towards its opponent.
- B. A coach or player ejected from a game for any reason shall be suspended for the next scheduled game. The ejected person may not associate with the team during the duration of the suspension, this includes practices and scrimmages. A player or coach ejected from the game must fulfill the requirements of Bylaw 9 prior to returning to practice or participation in any games.
- C. Any player, coach or other person who receives two (2) ejections during the course of the season will be suspended for the remainder of the season and may be subject to additional disciplinary action.

**Game Changer Links**

Coach Pitch: <https://web.gc.com/organizations/HmDZshg7SY0w/join>

Go to the iOS app or Android app to create your team and join the CYO organization.

Android app <https://play.google.com/store/apps/details?id=com.gc.teammanager>

iOS app <https://itunes.apple.com/us/app/gamechanger-team-manager/id1308415878>

(Updated February 2025)