

## CYSA 4 & 5-6 Co-Ed Tee-Ball League Rules – 2026

1. **Coaches are responsible for the conduct of their team and fans. Must be out of High School to be on the field.**
2. Teams will play with all players on defense. Defensive positions will entail pitcher, catcher, 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, SS, and remaining players on the edge of the grass. All players will bat each inning. Players that arrive late are added to bottom of the order. Players injured and unable to bat in-turn will be skipped with no penalty. A player may not play the same position twice in a single game. 2 coaches are allowed to stand in the outfield grass in assisting the players on defense. Bases coaches assume their normal positions in foul territory next to first and third bases. Infield defensive players must be behind the halfway markers until batter makes contact with the ball.
3. Defensive pitching position is inside the 16 ft circle around the 40 ft pitching rubber.
4. A maximum of 5 swings at the Tee is allowed to each hitter. The batter will be considered out after the 5th swing if ball is not put into play. A 10 Foot Arc will be drawn from the 1<sup>st</sup> base foul line to the 3<sup>rd</sup> base foul line. A hit must go on or beyond the line to be fair. If a ball leaves the Tee as a result of the Tee being struck rather than the ball, then the ball shall be declared DEAD and another attempt shall be made to hit the ball. The best hit possible from the Tee will be a double with runners advancing a maximum of two bases. Batters may "line up" the bat to the Tee and not have that considered a swing. In the same respect, the batter MUST complete a "FULL SWING" when striking the ball (no bunts). A bunt, as determined by the umpire, will count as a swing in the maximum 5 swing count.
5. Infield fly rule is not in effect and no "run rules" will be used.
6. An inning will end when all eligible batters have hit. Games are 4 innings, or upon completion of the inning in progress when 45 minutes have elapsed from the start of the game. The umpire will maintain the official time and will inform both team coaches of the official game start time. No score will be kept during the games. **Outs will be called, runners removed from the appropriate base if called out, but not counted toward the completion of an inning (3 outs do not complete an inning) all players will bat every inning.**
7. Play will cease when the ball reaches an infielder, a play has been attempted at a base and no further attempt at a defensive play is being made, and "time" has been called by the umpire. Runners will not advance (or be awarded extra bases) as a result of an overthrow to an infielder. Once the umpire calls time, base-runners past the halfway mark between bases will allowed to advance to the next base while base-runners not yet reaching the halfway mark will be returned to the last base touched.
8. All catchers must wear a helmet, facemask, and chest protector. All batters and base runners must wear helmets. Metal cleats are prohibited. Rubber cleats may be worn.
9. The home team (2nd team listed on the schedule) occupies the 3rd base dugout and begins the game on defense.
10. No infield practice will be performed on the playing field before the game begins. Please stay in the outfield grass till game time.
11. All rainout games will not be replayed. The umpire has the authority to call a game due to weather conditions.
12. Players injured and bleeding must leave the field until the bleeding has stopped and the injury is covered.
13. The breaking of the above rules may and can result in Punishment by the CYSA Board as outlined below, or at the discretion of the Board.  
Should a coach or player be caught violating the above Rules, the following punishments will be carried out:
  - a. In the Regular Season: The coach of the violating team will be required to "sit out" the next game. We will not punish the players, but the coach cannot assist in coaching the team. He or She may sit in the stands, but not the dugout.

