

2025 CYC K-4th Rules and Modifiers - Baseball

Please begin each game with a prayer led by the home team.

Please refer the 2025 Baseball rulebook on our website www.playcyc.org for other rules.

K-2nd Grade Coach Pitch Games

There will be no umpire for K, and 1 umpire (if available) for 1st-2nd games. The coach that is pitching should call safe and out at the bases if needed.

Recommended ball for K-1st is the 9" RIF Level 1 (Safety Baseball). Recommended ball for 2nd is the 9" RIF Level 5 (Safety Baseball). Coaches should use their judgment to use a softer ball if needed.

There is no official pitching length. Coaches should use their best judgment between 30 and 40 feet.

Base length: K Baseball – 45 feet, 1st-2nd grade Baseball – 50 feet.

Game Length: No limit on innings, but no new inning may start after 60 minutes.

Inning Length:

K – team will bat the entire batting order (outs are not accumulated)

1st-2nd – concludes after 3 outs or 5 runs.

A team must have at least 6 players to start. No more than 9 players may be on the defensive field of play at one time.

A player gets five pitches to get a hit or the player is out. Swinging strikes are counted. If the player fouls off the 5th pitch, the coach will throw a 6th pitch. 1st grade only – if the ball is not put in play after 5 (or 6) pitches or 3 strikes, the batter will hit off a tee.

No infield fly rule. No walks, hit by pitch or bunting.

Vicinity Rule: On a batted ball, runners may advance until the ball is returned to the vicinity of the coach in the pitcher's position. Once the ball reaches the vicinity of the coach, runners will be returned to the last base legally touched.

Coaches are encouraged to work together and use their best judgment. This is an instructional league and the emphasis should be the spirit of the rules and the players having fun.

K-1st Games should be scored 1-1 in Teamsideline

2nd Grade Games should be scored with the accurate final score.

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1st-2nd Grade Machine Pitch Games

There will be no umpire for K and 1 umpire (if available) for 1st-2nd games. The coach that is pitching should call safe and out at the bases if needed.

Legal machines are Jugs or other Electric wheeled machines, or a Single Arm spring machine.

Recommended ball is the 9" Leather Baseball, Kevlar Seams (Rawlings ROPM). The home team is responsible for providing balls to use in the pitching machine.

Pitching distance: 40 feet.

Recommended Pitch speed: 1st – 34-36 mph, 2nd – 36-38 mph.

Base length: 50 feet.

Game Length: No limit on innings, but no new inning may start after 60 minutes. An inning concludes after 3 outs or 5 runs.

A team must have at least 6 players to start. No more than 9 players may be on the defensive field of play at one time.

A player gets five hittable pitches to get a hit or the player is out. Swinging strikes are counted. If the player fouls off the 5th pitch, the coach will throw a 6th pitch.

1st grade only – if the ball is not put in play after 5 (or 6) pitches or 3 strikes, the batter will hit off a tee. No Strike outs in 1st grade.

2nd grade only - if the ball is not put in play after 5 (or 6) pitches or 3 strikes, the batter will be out.

No infield fly rule. No walks, hit by pitch or bunting.

Vicinity Rule: On a batted ball, runners may advance until the ball is returned to the vicinity of the coach in the pitcher's position. Once the ball reaches the vicinity of the coach, runners will be returned to the last base legally touched.

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K-1st Games should be scored 1-1 in Teamsideline

2nd Grade Games should be scored with the accurate final score.

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3rd Grade Machine Pitch Games

There will be 1 field umpire.

Legal machines are Jugs or other Electric wheeled machines, or a Single Arm spring machine.

Recommended ball is the 9" Leather Baseball, Kevlar Seams (Rawlings ROPM). The home team is responsible for providing balls to use in the pitching machine.

Pitching distance: 3rd grade - 40 feet

Recommended Pitch speed: 3rd – 38-40 mph

Base length: 3rd grade - 60 feet

Game Length: Limit of 7 innings, but no new inning may start after 80 minutes. An inning concludes after 3 outs or 5 runs.

A team must have at least 8 players to start, and may complete a game with 7 players.

Defense will consist of all positions up to the limit of 9. The pitcher should start from behind the machine outside a 10-foot diameter circle. Catchers must be in full gear.

A player gets five hittable pitches to get a hit or the player is out. Swinging strikes are counted. If the player fouls off the 5th pitch, the coach will throw a 6th pitch. An inning concludes after 3 outs or 5 runs.

No stealing. Runner may not take a lead off and may not leave the base until the machine releases the ball. Runners may not advance to the next base until the ball is put in play by the hitter.

There is the infield fly rule. No walks, hit by pitch or bunting. No advancing allowed on an overthrown ball. If the ball goes out of the field of play then the baserunners will advance 1 base.

Vicinity Rule: On a batted ball, runners may advance until the ball is returned to the vicinity of the coach in the pitcher's position. Once the ball reaches the vicinity of the coach, runners will be returned to the last base legally touched.

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3rd Grade Kid Pitch Games

There will be 2 umpires (if available) for these games. Often, our newest umpires are assigned to 3rd grade games. These umpires are learning just like the players. Please treat all umpires with patience and respect. No criticism of an umpire will be tolerated. The only person who can address an umpire's call is the head coach. A head coach wishing to address a call should ask for time out and respectfully speak to the umpire.

The official ball is the 9" Leather Baseball (Rawlings R100-H3).

Pitching distance: 3rd grade - 40 feet

Base length: 3rd grade - 60 feet

Game Length: Limit of 7 innings, but no new inning may start after 80 minutes. An inning concludes after 3 outs or 5 runs.

A team must have at least 8 players to start and may complete a game with 7 players.

A pitcher who commits a balk or illegal pitch is entitled to one warning. The umpire should call time out and warn the pitcher and coach. Any additional infraction will be enforced.

No stealing in 3rd grade. Runner may not take a lead off and may not leave the base until the pitcher releases the ball.

A runner may not come home from 3rd unless he does so on a batted ball or if forced home by means of a Hit-by-Pitch with the bases loaded. A runner on third may not steal home, nor come home on a wild pitch or passed ball, or come home on an overthrown pick off to any base.

A player coming home may not run into the catcher or leap over the catcher. A catcher is required to allow some part of the plate to a runner. An umpire will determine if a runner or catcher violates this rule and will award a run or out accordingly. If a runner violates this rule by jumping over the catcher or running into the catcher, he is out. If a catcher violates this rule by blocking the plate, the runner is safe even if tagged before touching home.

There is the infield fly rule. No advancing allowed on an overthrown ball. If the ball goes out of the field of play then the baserunners will advance 1 base.

All 3rd grade kid pitch divisions will use a no walk rule. When ball 4 is called by the umpire, the batter will hit off a tee. They will be given up to 3 swings to put the ball in play. The number of swings will not be greater than the strikes remaining in that at-bat. Bunting is not allowed when the tee is used. **If the batter is hit by pitch then they receive 1st base and all runners advance accordingly.**

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4th Grade Kid Pitch Games

There will be 2 umpires (if available) for these games. Often, our newest umpires are assigned to 4th grade games. These umpires are learning just like the players. Please treat all umpires with patience and respect. No criticism of an umpire will be tolerated. The only person who can address an umpire's call is the head coach. A head coach wishing to address a call should ask for time out and respectfully speak to the umpire.

The official ball is the 9" Leather Baseball (Rawlings R100-H3).

Pitching distance: 4th grade - 46 feet

Base length: 4th grade - 65 feet

Game Length: Limit of 7 innings, but no new inning may start after 80 minutes. An inning concludes after 3 outs or 5 runs.

A team must have at least 8 players to start and may complete a game with 7 players.

A pitcher who commits a balk or illegal pitch is entitled to one warning. The umpire should call time out and warn the pitcher and coach. Any additional infraction will be enforced.

Stealing of 2nd and 3rd base are allowed in 4th grade grade. **Runner may not take a lead off and may not leave the base until the pitcher releases the ball.**

A runner may not come home from 3rd base unless he does so on a batted ball or if forced home by means of a walk with the bases loaded. A runner on third may not steal home, nor come home on a wild pitch or passed ball, or come home on an overthrown pick off to any base.

A player coming home may not run into the catcher or leap over the catcher. A catcher is required to allow some part of the plate to a runner. An umpire will determine if a runner or catcher violates this rule and will award a run or out accordingly. If a runner violates this rule by jumping over the catcher or running into the catcher, he is out. If a catcher violates this rule by blocking the plate, the runner is safe even if tagged before touching home.

There is the infield fly rule. No advancing allowed on an overthrown ball. No advancement past the base being stolen in the case of an overthrow. If the ball goes out of the field of play then the baserunners will advance 1 base.

All 4th grade kid pitch divisions will have standard walk rules.

Coaches are encouraged to work together and use their best judgment. This is an instructional league and the emphasis should be the spirit of the rules and the players having fun.