

Cypress Youth Baseball (CYB)
2026 Local League Rules
Foal Division

These rules are a supplement to the governing rules of Major League Baseball and PONY Baseball Inc. These rules are designed to tailor participation in the Foal division to meet the objectives of CYB. Violation of these rules may result in forfeiture of the game, and/or suspension of a Manager, Coach, or Player at the discretion of the CYB Board.

1. Objectives of the Foal Division

- 1.1. Introduce players, coaches, and parents to the concepts of baseball
- 1.2. Introduce basic concepts, positions and skills.
 - Maximize playing time for each player.
 - Having Fun!

2. SAFETY

- 2.1. Shoes with metal cleats are not allowed.
- 2.2. Protective hard cups are required for all male players. Protective soft cups are required for all female players
- 2.3. Players are not allowed to stand or sit in the doorway of the dugouts.
- 2.4. **Nothing is allowed in the dugout except water and sport drinks. No gum or glass bottles are allowed**
- 2.5. Players may not serve as base coaches
- 2.6. Batter throwing the bat and or helmet (non-sportsmanlike infractions) – For safety reasons, a player may be removed from game by a manager for multiple offenses of throwing the bat and or helmet
 - The Manager must first issue a warning to the player for throwing the bat. The Manager may remove the player from the game for a subsequent infraction during the game

3. MANAGERS & COACHES

- 3.1. The Offensive team may station one coach per base and a coach placing balls on tee/coach pitch
- 3.2. The Defensive team is allowed as many coaches on the field as the manager deems necessary. Defensive coaches should position themselves at the back of the players, so they do not interfere with the fielders or base runners. There must be an Approved manager/coach/ or team parent in the dugout at all times

4. FIELD PREPARATION & BREAKDOWN

- 4.1. Pre-Game Responsibilities – Home Team
 - The Home Team will occupy the 3rd. base dugout
 - The home team is responsible for getting the field ready for play, including raking, dragging lining the batters' boxes and base paths, and placing the bases on the field
- 4.2. Post-Game Responsibilities- Visiting Team
 - If last game of the day - the visiting team must, drag the field, rake the batter's box and lines, and water the dirt, and remove and store bases

Note: If a team fails to perform all required field duties, the responsibilities fall to the team manager. The team's manager will be suspended for the next scheduled game, as determined by the Division Commissioner or VP of Operations. 1st offense will be next game suspension, 2nd offense will be cashing equipment check

- 4.3. In the event of rain – Check the cypressyouthbaseball.org website for the latest information on game status. If games are going to be played, both teams will be required to send a group of parents to the field at least 2 hours before scheduled start to help get the fields ready

5. GAME MANAGEMENT

- 5.1. There is no live batting practice on the game fields. Soft toss into a net, whiffle balls and hitting sticks permitted. Helmets must be worn by all players participating in pre-game batting
- 5.2. Playing time for games will be 5 innings, time permitting. No new inning shall be started after Drop Dead time if 1 hour and 15 minutes

5.3. No score is kept in the Foal Division. A half inning will end when the entire line-up has batted for offensive team

6. GENERAL PLAYING RULES

6.1. Defense: All players will take a position on the field during defensive half inning

6.2. The offensive team will bat their entire line-up every inning. A half inning will end after the last has completed his/her at bat.

6.3. Players "put out" during a play shall return to the dugout.

6.4. Defense: Players will take a position on the field during defensive half innings. It is suggested that players switch from the outfield to the infield or vice-versa every two innings. Players MAY NOT play more than 3 consecutive innings in either the outfield or infield

7. PITCHING RULES

7.1. 1st half of season will be hitting of the tee - 2nd half of season will be coach pitch

7.2. A defensive player will field the pitcher's position

8. BATTING RULES

8.1. A continuous batting order will be used for all games

8.2. Any player that arrives after the game has started may be added to the bottom of the line-up and bat for remainder of the game.

8.3. A batter will use a hitting tee at the beginning of each at bat for the 1st half of the season, 2nd half of season will be coach pitch.

- During the first half of the season a player will use the tee to complete his/her at bat.
- During the second half of the season, after four strikes the batter must use the tee to complete his/her at bat.
- If a batter fouls of the 4th strike, he/she will be provided three (3) swings with the tee

8.4. No "on-deck" batter is permitted in the Foal Division. The next batter must remain in the dugout.

8.5. Batters are not permitted to bunt the ball.

9. BASE RUNNING RULES

9.1 It is recommended that batters/base runners advance one base at a time.

- At the discretion of the offensive team's manager, players may advance up to two bases when a batted ball is hit into the outfield, past the defensive player(s).
- There is no **stealing or leading off** in the Foal Division.

10. FALL SEASON

10.1. Registered Foal players will play on mixed teams with registered Shetland players and follow the Shetland Division rules for the Fall Season.